



Maker Space Lesson Plans Overview

According to Educause Learning Initiative, *“Makerspaces are zones of self-directed learning. Their hands-on character, coupled with the tools and raw materials that support invention, provide the ultimate workshop for the tinkerer and the perfect educational space for individuals who learn best by doing!”* There are not set instructions at Maker Spaces, just materials to have fun, invent, and create something new! The lessons provided in this packet are meant to foster the Maker Movement and the idea that children need to make discoveries on their own. 4-H’s motto is “Learn by Doing.” The Maker Movement has a place in all 4-H communities across the nation. 4-H has always fostered the development of life skills in youth and this is just one more way we can accomplish that task.

Included in this packet are seven lesson plans that can be implemented in 4-H club meetings, after school 4-H clubs, or SPARK Clubs. The lessons can be used on their own or a series of workshops can be organized to utilize several of the lessons. In every lesson, the leader is encouraged not to give too much instruction. The goal is for youth participants to make discoveries for themselves without being told the “right” answer or the “right” way to accomplish a certain task.

Maker Space Lessons Include:

- **Building a Firm Foundation**
- **Healthy Habits**
- **HEXBUG Nano Livestock Challenge**
- **Need for Speed**
- **Reduce, Reuse, Recycle**
- **The Great Boat Float**
- **3D Printing and Design**

All Maker Space Lesson Plans can be directly linked back to traditional 4-H projects. 4-H projects frequently overlap each other in the skills they foster in youth participants. Have fun incorporating more STEM related topics in your 4-H Programming!