

2016 #MAETy1 Maker Faire at MSU's Library

Activity: Make it Better!

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Learning Objective: Participants will understand that when you create a product for the first time, it is not a complete and polished piece or something that you are necessarily fully satisfied with. The initial creation is just a prototype.

Making Objective: Participants will make a new and improved version of something from their everyday life.

Central Question: What is something from your everyday life that you'd like to improve?

Reflection Questions:

1. What about your product are you most proud of?
2. What else would you need to improve your prototype?
3. What other revisions would you make if you had more time?

Supplies Needed: Creation dough/clay, pipe cleaners, and Stikits/Magic Nuudles, chart/butcher block paper, note cards, markers, and scissors.

Brief Description:

The idea we envisioned for this booth is that participants will leave with an understanding of both the creative and revisionary process of design. Our idea stemmed from the revision step of the writing process--we discussed how the idea of revising writing is a difficult concept for students to grasp. At this booth participants will create a revision of an everyday object that they wish to change or improve. By doing so, our goal is that participants will leave with a deeper understanding of the revision process and recognize that revision can apply to other aspects of life. Participants are essentially learning the process of revision by self-selecting something that is relevant to them, making it a deeper and more meaningful learning experience.

Step-by-Step Directions for Set Up:

1. Create an area in your classroom where participants will have access to the supplies. This should ideally be a central area in your classroom that is easily accessible.
2. Display the central question (what is something that you'd like to improve from your everyday life?) in a prominent way, whether it be on a whiteboard, SMARTBoard, or chart paper.
3. On chart/butcher block paper, write the three reflection questions on their own sheet of paper and post in an area of your classroom where students will be able to access them.
4. On note cards, write down ideas for students to reference if needed: everyday objects, common problems, etc.

What Will Participants do at the Booth?

1. As participants begin the activity, ask them, "What is something that you'd like to improve from your everyday life?"
 - a. If participants have trouble coming up with an idea, direct them to the idea cards to help spark some creativity.
2. Allow participants to gather the materials they will need to create their prototype for their new and improved creation (creation dough, pipe cleaners, and Stikits/Magic Nuudles).
3. As students are working on their prototype, ask them questions about the creation process (some examples are listed below).
4. As students finish their prototypes, direct them to the chart/butcher paper to jot down their ideas to the following questions as a closing to the activity:
 - a. What about your product are you most proud of?
 - b. What else would you need to improve your prototype?
 - c. What other revisions would you make if you had more time?

Questions to Ask Participants Along the Way:

- What are you making?
- What is your vision? How do you envision your product looking?
- Why did you choose that material?
- What does that part of your prototype do?
- Explain what your new prototype does.
- Tell me about your prototype.
- How will your prototype be used?