

MAKERSPACE IN TEACHING

A teacher of the 20th century is different from what he/she is today. The students and their needs are also different. That is why the purpose of a teacher has greatly changed and the reason is rapid development of technology.

Makerspace grew out of Maker Media, the force behind MAKE magazine and Maker Faire and a leader in the Maker movement. We find that the Makers we meet share many things in common with one another, even when they are working in very different disciplines. We hope you will see this mindset reflected in your Makerspace. We want everybody who participates in a Makerspace to see themselves as Makers. The Maker movement continues to gain momentum. [1; 6]

To support young makers, teachers should:

1. Regularly engage students in making, sharing, collaborating and reflecting.
2. Give feedback often to help students remake and reiterate content-specific products, processes and knowledge.
3. Encourage students to better the lives of their peers, school and community.
4. Play multiple roles: engaged co-creator, mentor, problem-solver, activist or networker who brings the right people and tools together. [5]

Beyond the game-changing technologies, your makerspace should include a basic stock of supplies to keep your students challenged, inspired, and busy. [4]

Even if educators don't have access to expensive (but increasingly affordable) hardware, every classroom can become a makerspace where students and teachers learn together through direct experience with an assortment of high- and low-tech materials. Turning every classroom into a makerspace and every child into a maker is the path to creating truly personal learning for every student. [1]

“A well-equipped modern Makerspace features flexible, computer-controlled manufacturing equipment for creating, cutting, and forming plastics, metal, plaster, and other common materials” [1; 3] necessary for the subject taught in the classroom.

To sum up we should say that maker education inspires deeper learning, educational makerspaces are based on student needs, and it is not necessary to be a technical expert to start a makerspace in your school or library.

Literature

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