

Maker Space

A maker space is a place where you can make things. It is a place for hands-on learning with all the tools for creativity. Every maker space is different. A maker space is an organization (private or public) that could host projects. Most of them are animating a community of crafters who could be very interesting in an educational and creative project and support you with time and skills. A maker space is a collaborative workspace inside a school, library, or public/private facility for making, learning, exploring and sharing.

Material required

- Computer with internet access for the teacher
- Apps, software and web-based tools
- Paper, stitching, writing and cooking material
- 3D modelling and printing material

Possible uses

- Equipment for 3D printing/CNC milling: you can create objects to hide in ERs
- Electronics / Arduino: to make interactive maker projects. Arduino can sense the environment by receiving input from sensors and then it can control lights and motors.
- Circuits and Electricity, for instance paper circuits can be used to convey messages
- Sewing – Woodworking: scissors, embroidered patterns, engraved letters and symbols can serve for coding

Possible restrictions

- Keep in mind the goals of your project because too many people involved in the creation of your ER could be counterproductive.
- Teachers will need guidance in using a maker space and they will also have to follow rules for safety reasons as well



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- Some schools might not have access to the required material.

Is it inclusive for SLD?

If you teach students with SLD, you are advised to inform them about the safety rules and adaptations that were applied for them.

