

# Makerspace, Innovation & Safety

Josh Ajima  
@DesignMakeTeach

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# Bell Ringer



## What do you make?

(Bonus for photos.)



Share with the person next to you and on Padlet.

<https://padlet.com/designmaketeach/4u361qzis7rx>



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# Goal

Bring the maker movement  
into schools.

# HANDOUTS & CONTACT INFO

[DesignMakeTeach.com/VA4LE](https://DesignMakeTeach.com/VA4LE)

**Josh Ajima**

**@DesignMakeTeach**

**DesignMakeTeach.com**

**youtube.com/designmaketeach**

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# Agenda

- The Maker Movement
- Scaling Up the Makerspace
- Innovation at the Academies of Loudoun
- Makerspace Safety

# MAKER EDUCATOR

CTE MAKEOVER  
CHALLENGE



**Construct**<sub>3D</sub>  
3D PRINTING & DIGITAL FABRICATION FOR EDUCATION



## Top Educational Model

The Top Educational Model Award goes to **DesignMakeTeach** for his design, Hidden Figures. This model integrates a number of educational concepts, including 3D modeling and the physics involved with light opacity. Congratulations and we hope the Wacom Cintiq and Adafruit and 3D Hubs gift cards help you continue your inspirational work!

## VSTE Innovative Educator of the Year

US Department of Education's CTE Makeover Challenge Winner

Columbia FabLearn Fellow

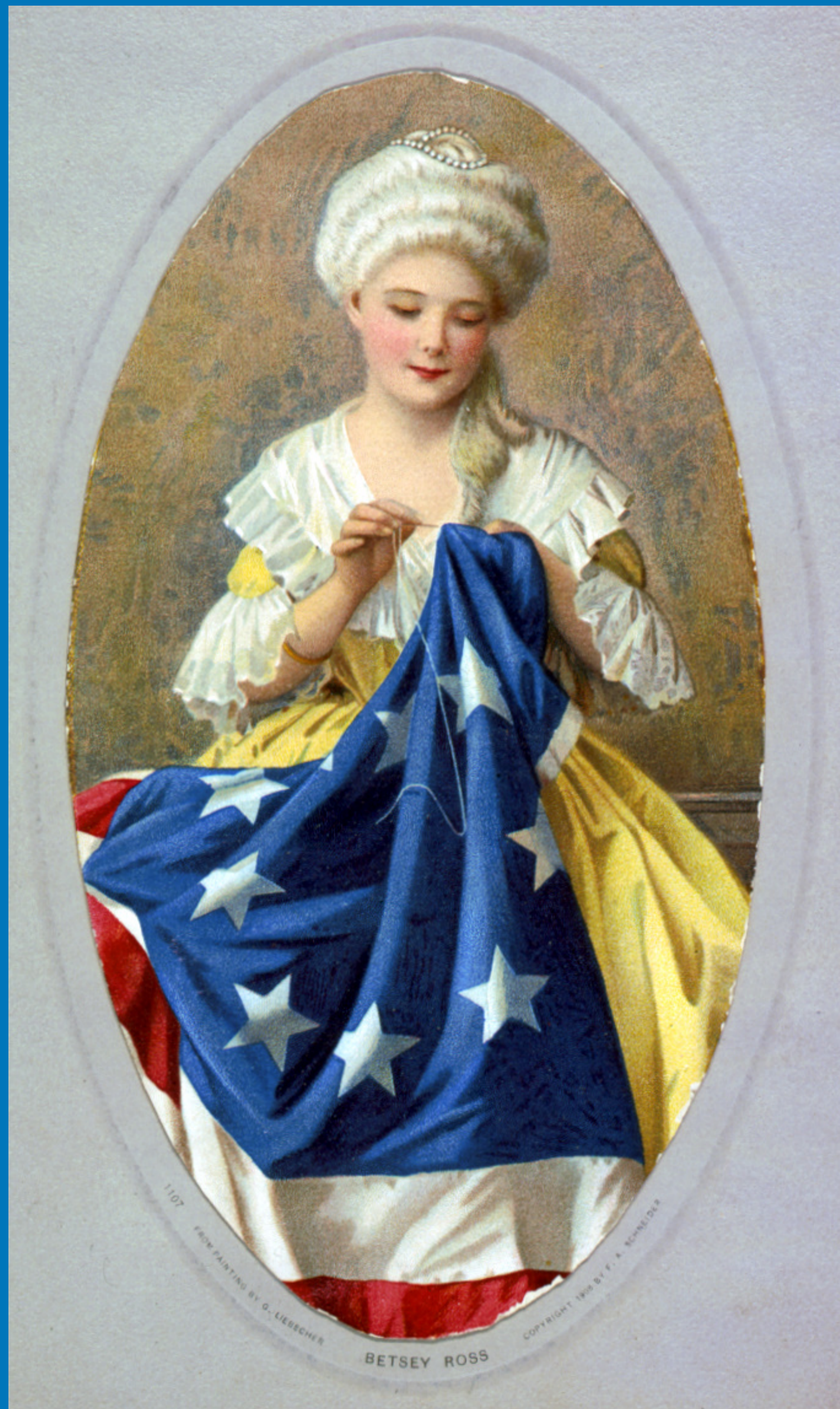
Formlabs 3D Design Awards - Top Educational Model

**Makerspace Facilitator**  
-Academies of Loudoun

Josh Ajima - [DesignMakeTeach.com](http://DesignMakeTeach.com)

# The Maker Movement

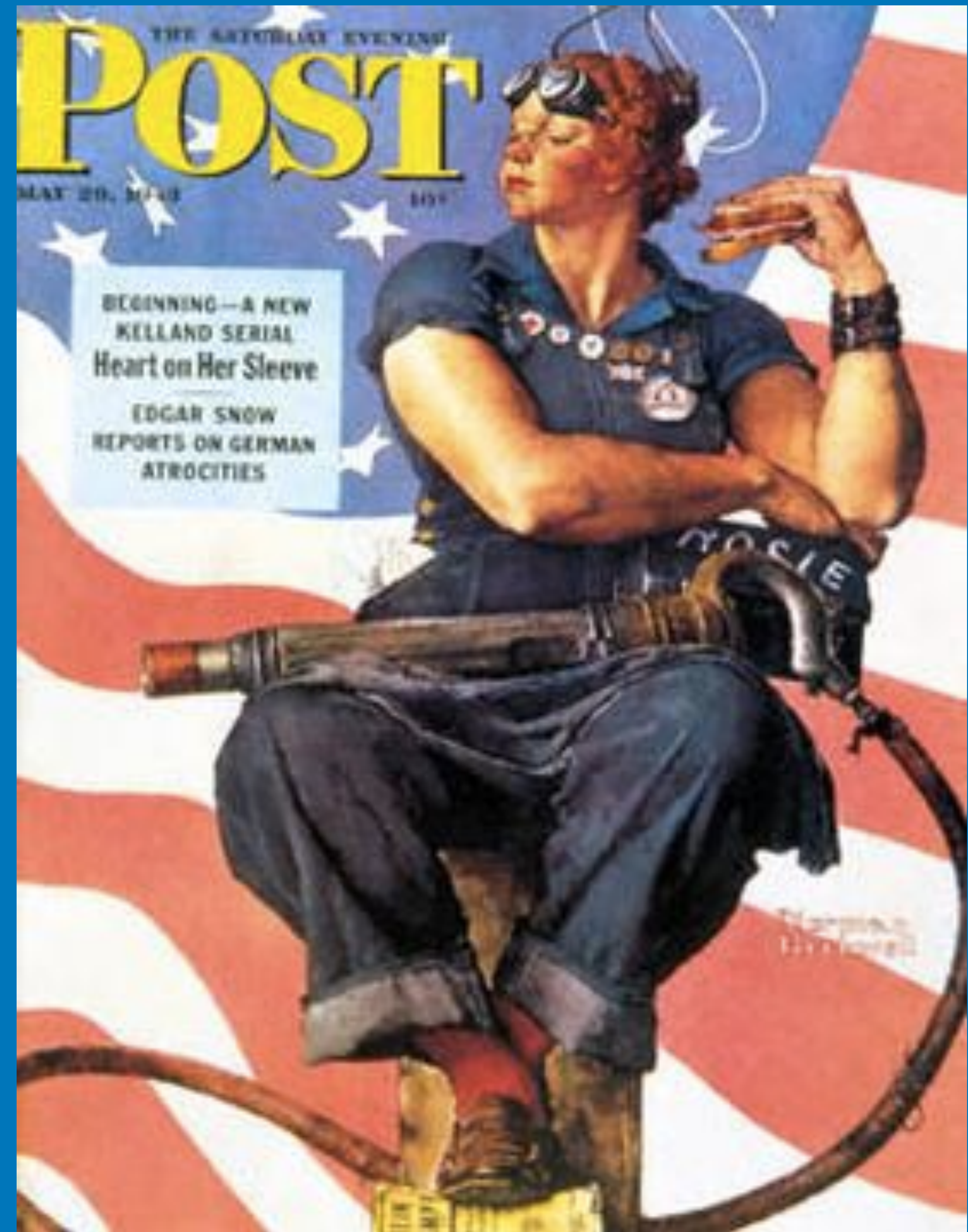
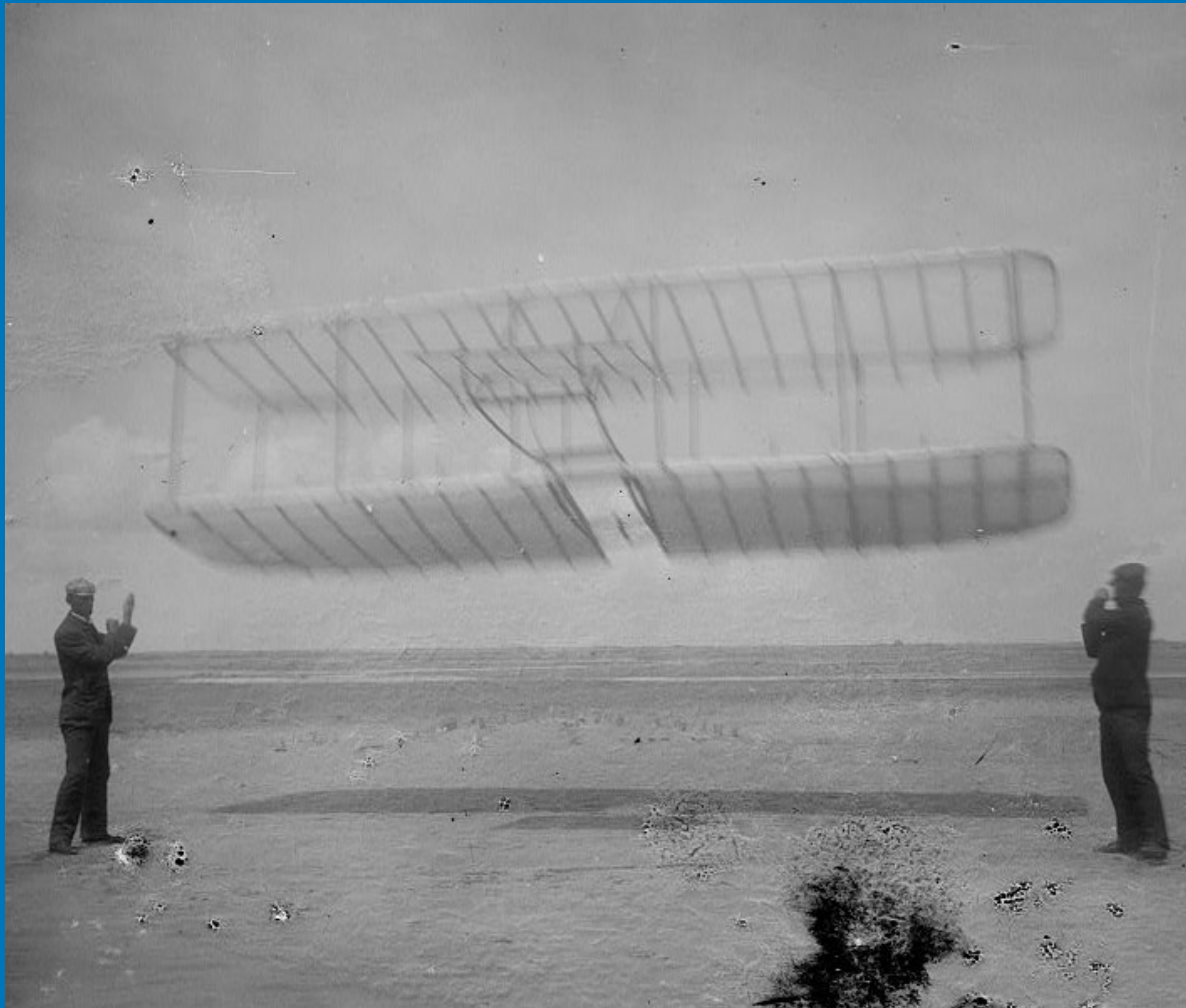
















Attribution: Matthew Yohe at en.wikipedia





# Maker Culture





# Maker Movement



**“We are all Makers.”**

**-Dale Dougherty**

Makerspace  
is an idea

Learn  
by  
Making

What if....?

**MAKING  
BY  
LEARN**

**MAKERSPACE**

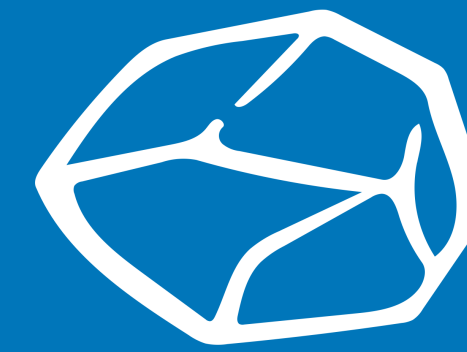
## **Makerspace Starter Kit**

- Recycle Bin**
- Crafting Supplies**
- Toy Boxes**
- Designer.io**
- Tinkercad.com**
- Scratch.mit.edu**
- MakeCode.com**

## **Resources**

- DesignMakeTeach.com**
- bit.ly/meaningfulmakingfile**
- inventtolearn.com/resources**
- Instructables.com**
- Diy.org**
- Code.org**
- makered.org**





Time  
Space  
Materials  
Resources

**Scaling Up the**

**Makerspace**

**Makerspace**

**Josh Ajima**

**DesignMakeTeach.com**



**Akela Silkman**

@AkelaSilkman

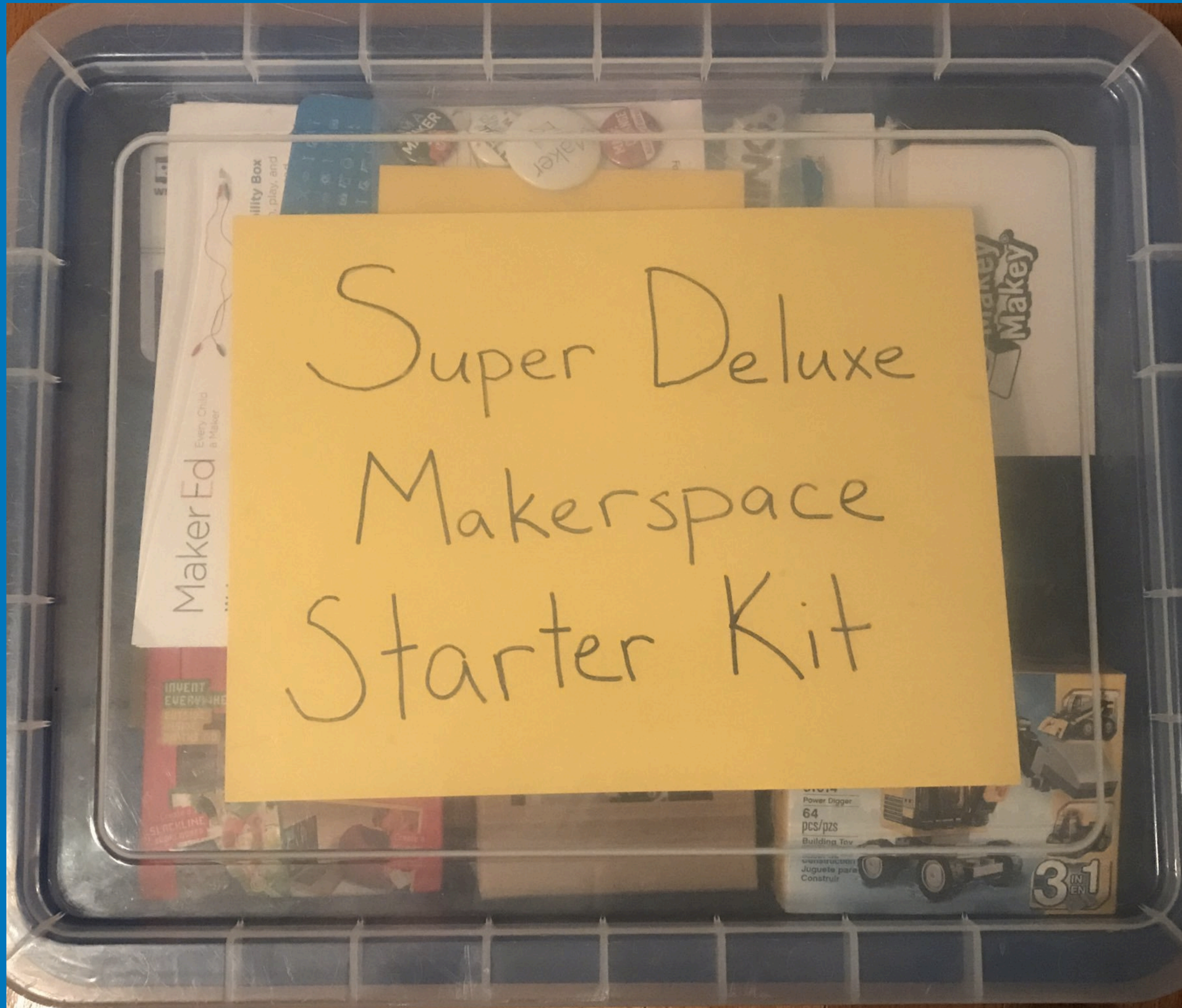
 Follow



Post [#VSTE](#) Action Item #1: Establish Makerspace.  
BOOM! Done. Thank you [@DesignMakeTeach](#)  
[#makersgottamake](#) [#makerspace](#)











# Mobile Makerspace



# INVENT TO LEARN

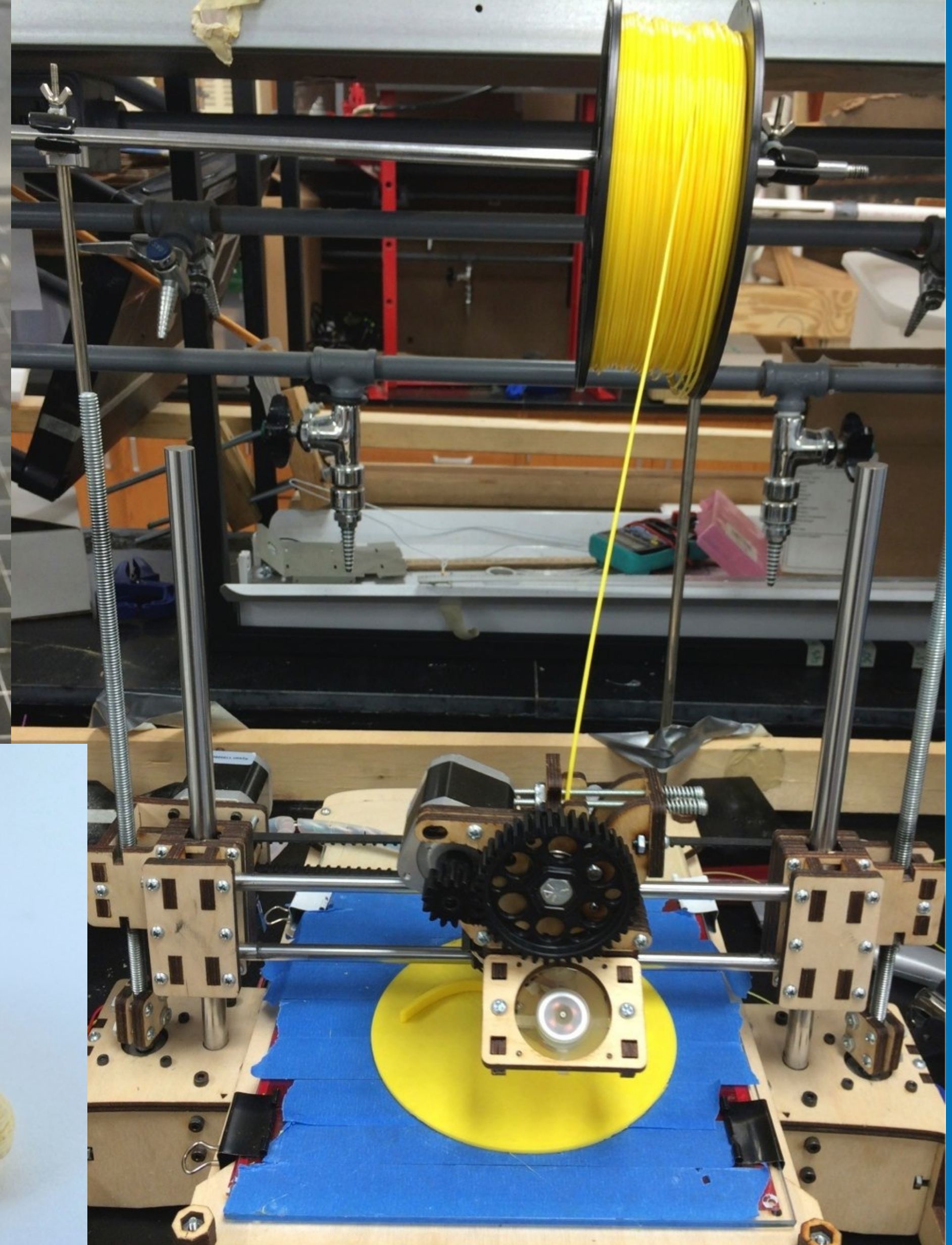
Making, Tinkering, and  
Engineering in the Classroom

Sylvia Libow Martinez  
Gary Stager, Ph.D.



## Learn by Making





# Digital Fabrication



HOUR  
OF  
CODE

RESOURCES

FAQ

PRIZES

English

WATCH THE NEW VIDEO



JOIN THE LARGEST  
LEARNING EVENT IN  
HISTORY, DEC 8-14, 2014

Students

Try it

Teachers

Host it

Everyone

Support it

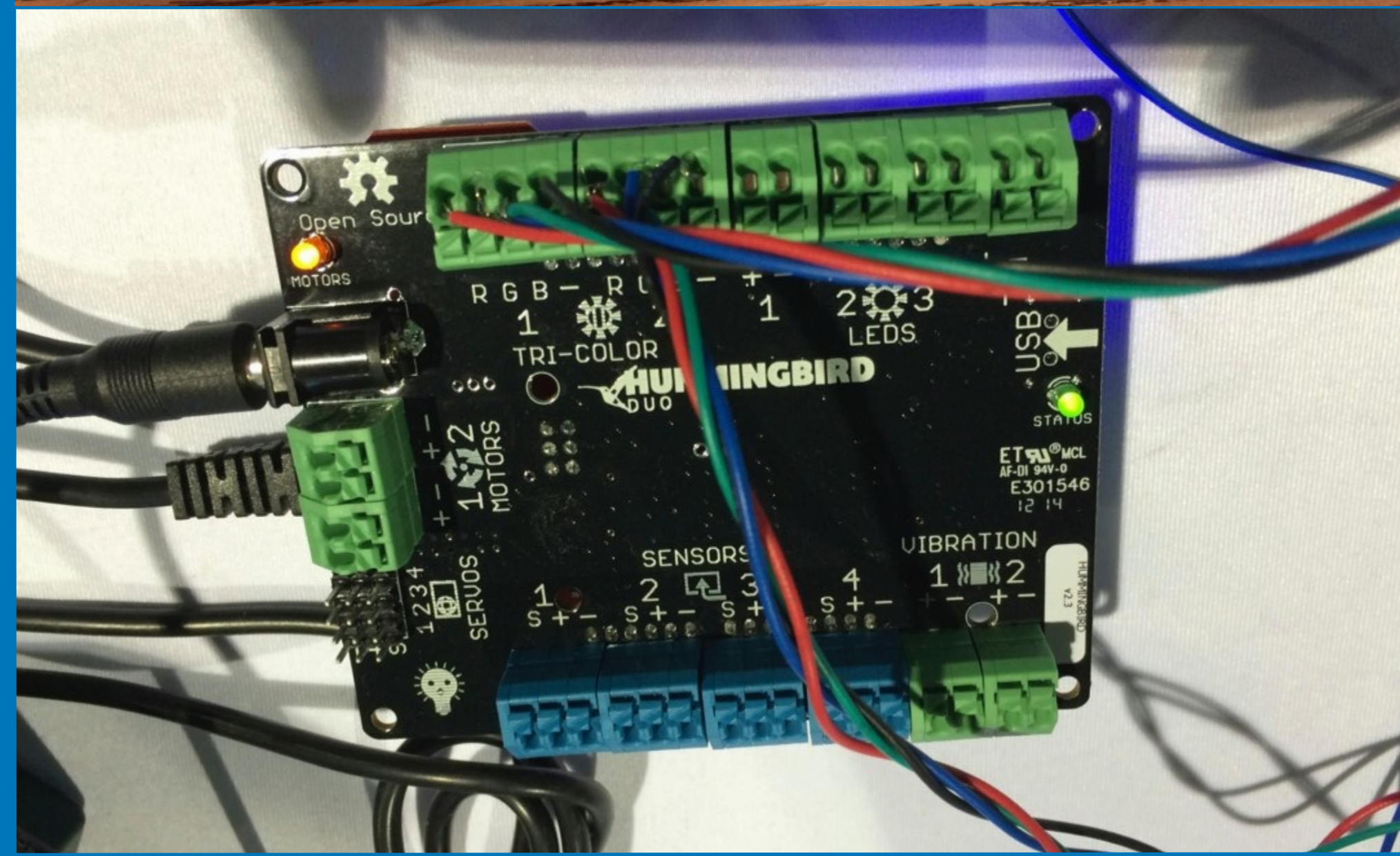
What is the Hour of Code?

f Share on Facebook

🐦 Share on Twitter

# Programming

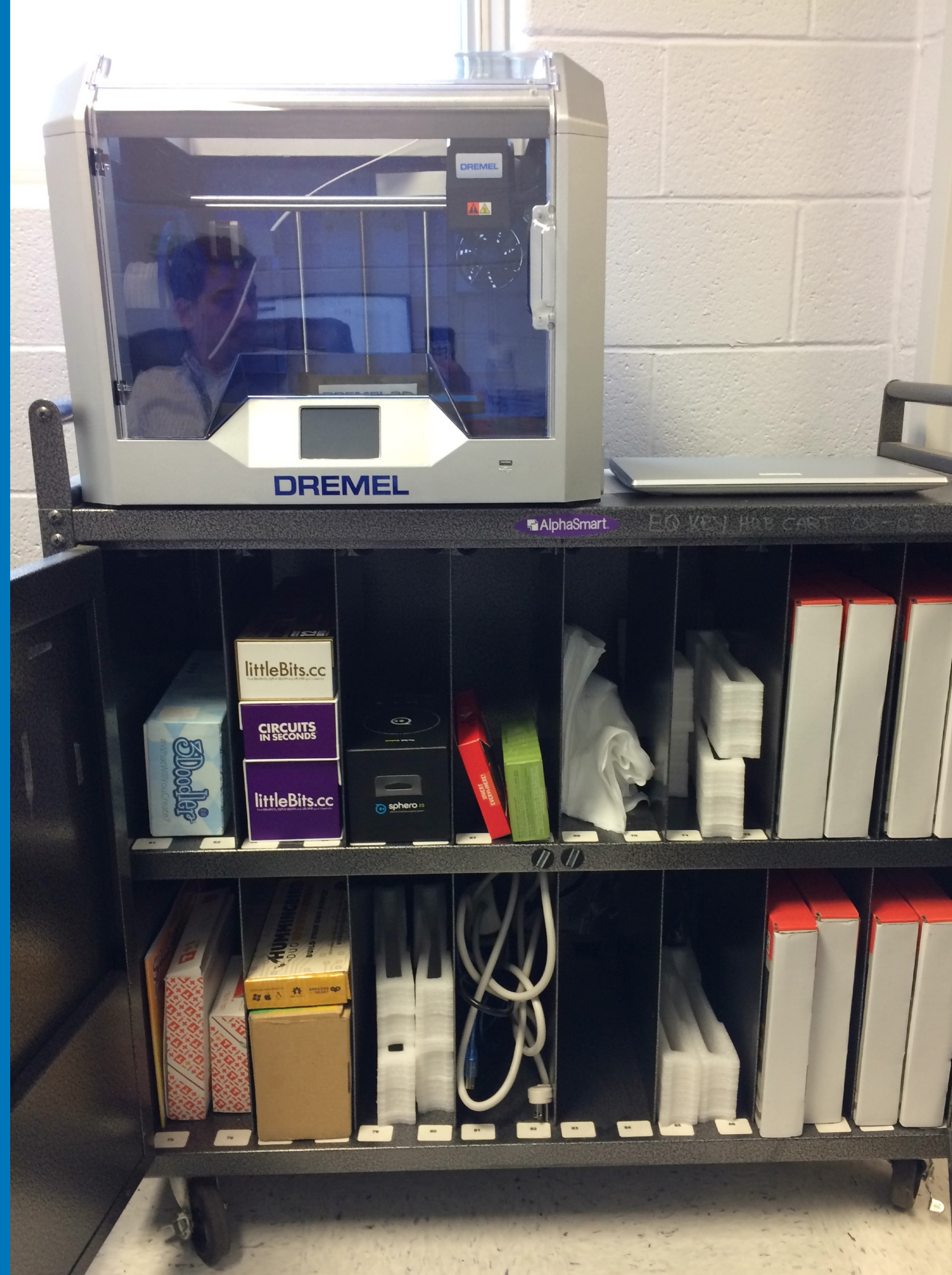




# Physical Computing



# Maker Cart Prototype

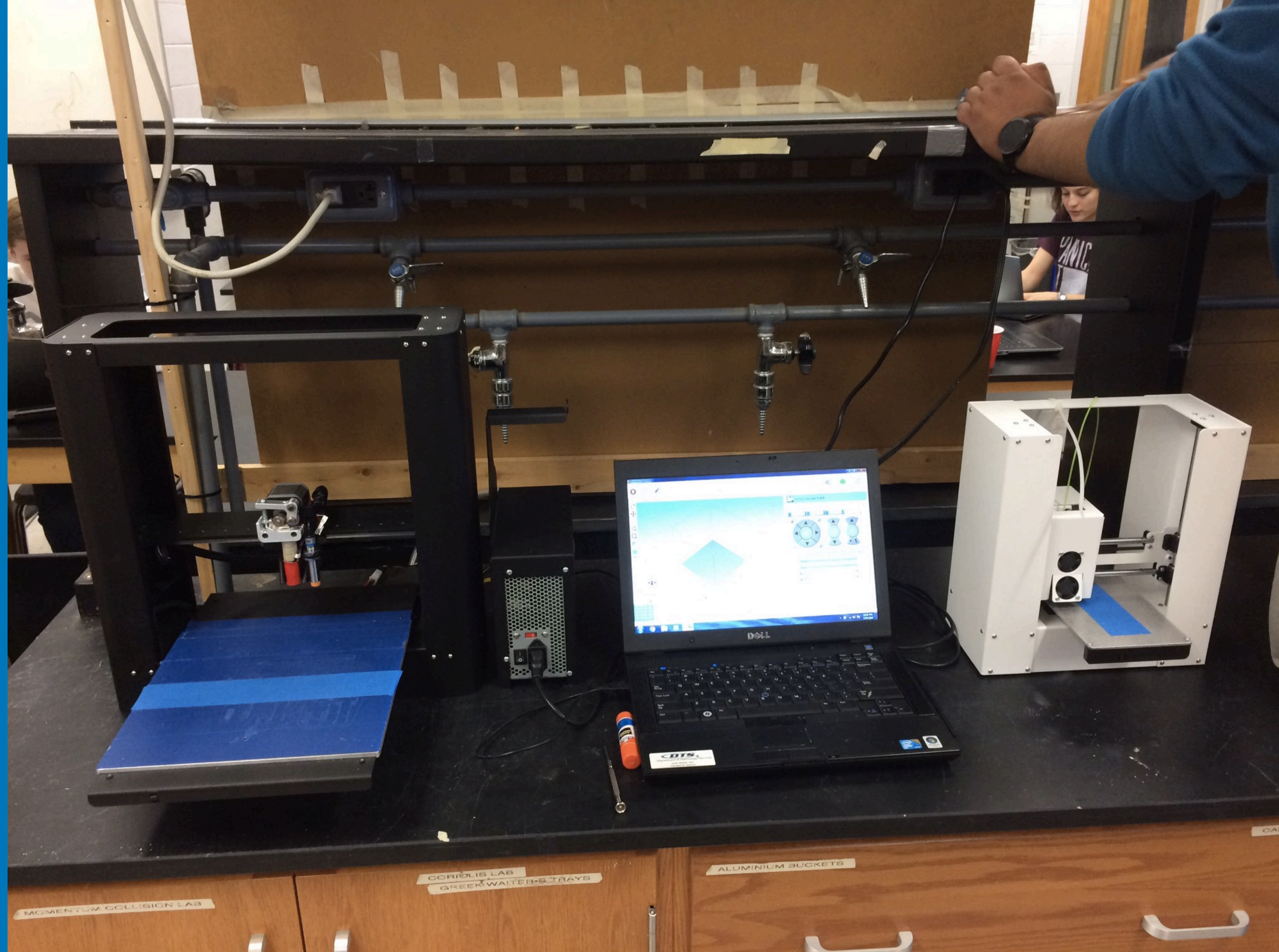






# Library Makerspace





# Classroom Makerspace





# STEM Camp Makerspace



# CTE MAKEOVER CHALLENGE

Calling on high schools to design  
makerspaces that strengthen next-generation  
career and technical skills.





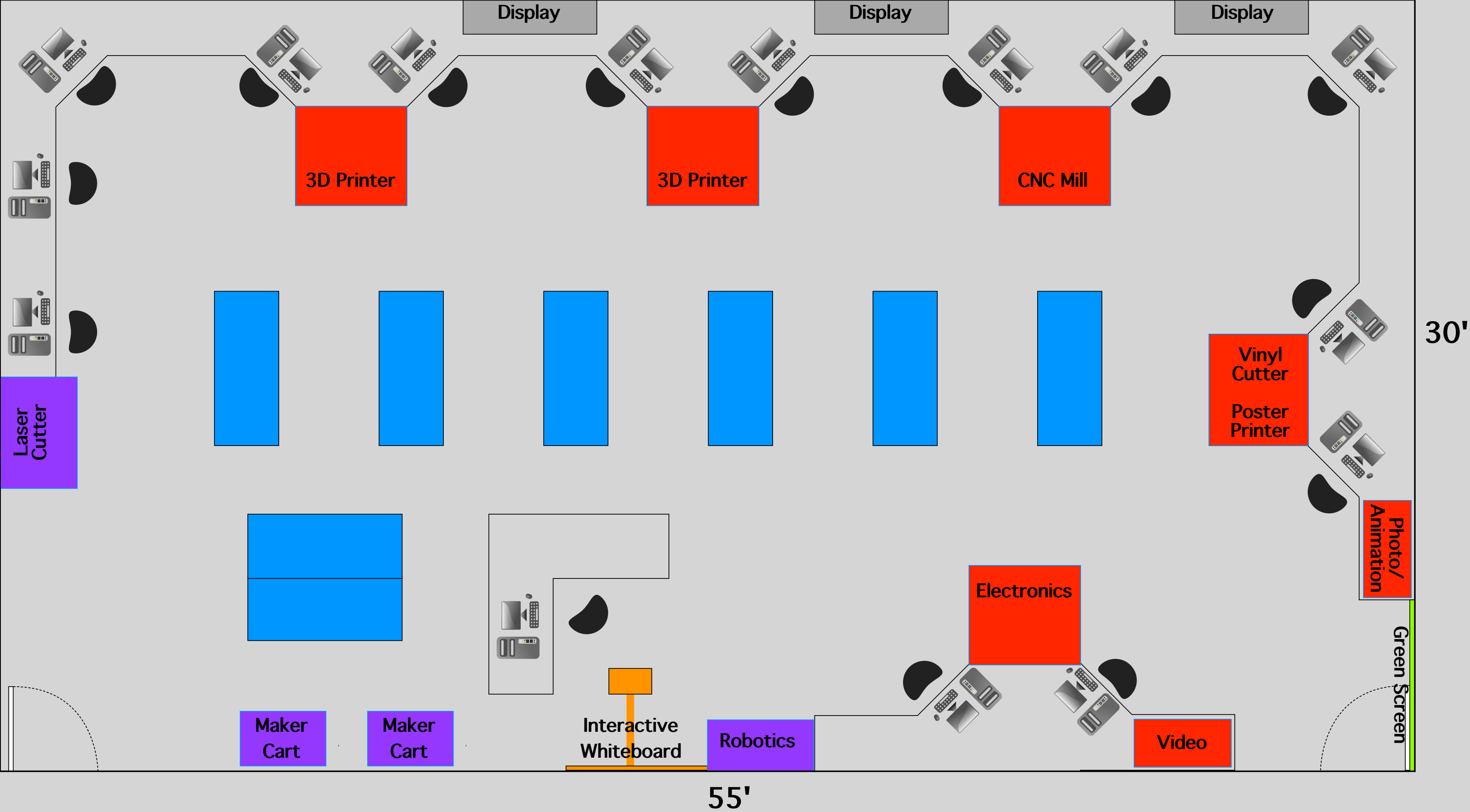




Teacher PD in #DHSMakerspace 🍏



# Dominion Makerspace



Design Station: Built-in furniture w/ power & network drops

Maker Station: Built-in w/ power & under table storage

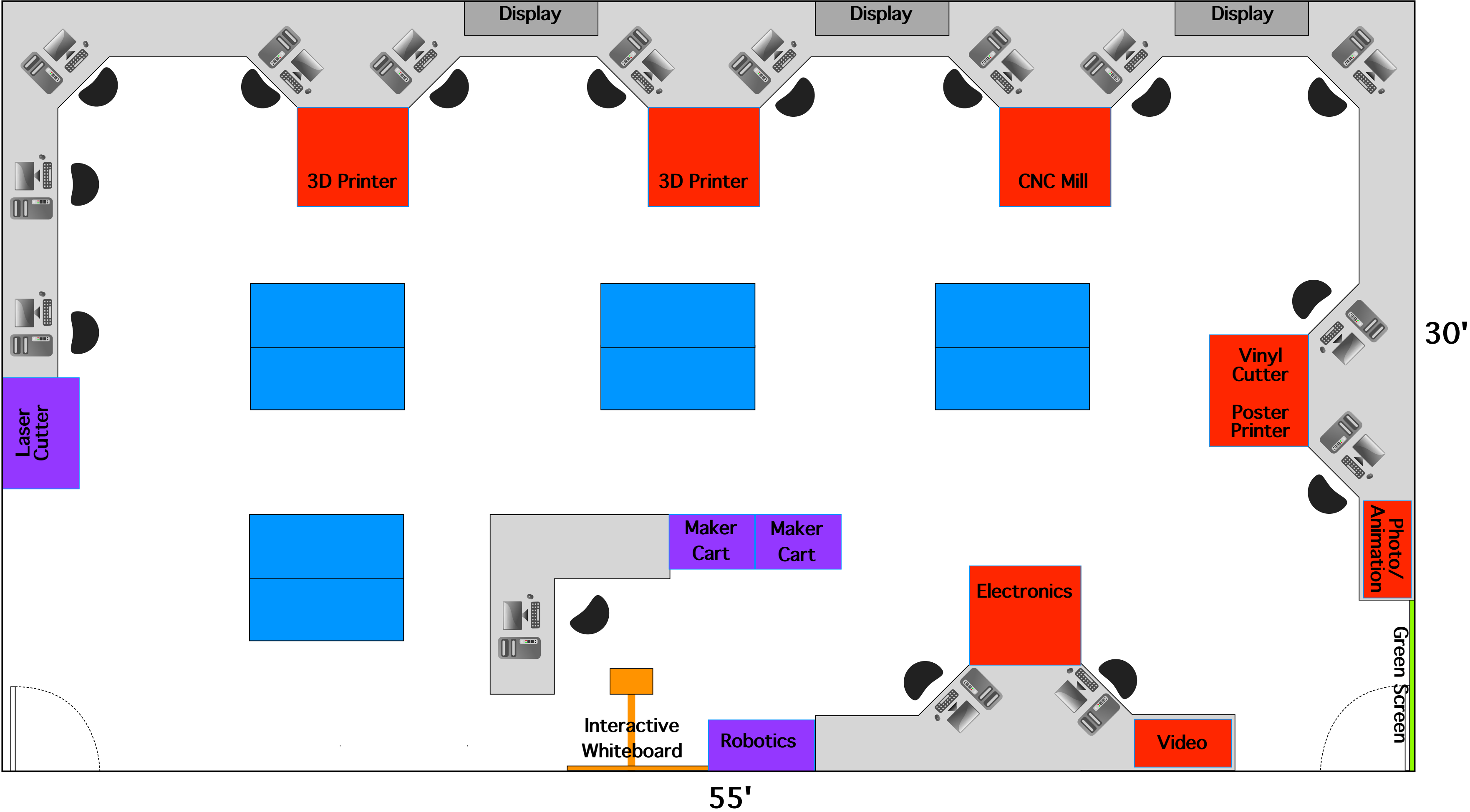
Wheeled Station: Mobile

Table: Free standing

3'



# Large Group Projects



Design Station: Built-in furniture w/ power & network drops

Maker Station: Built-in w/ power & under table storage

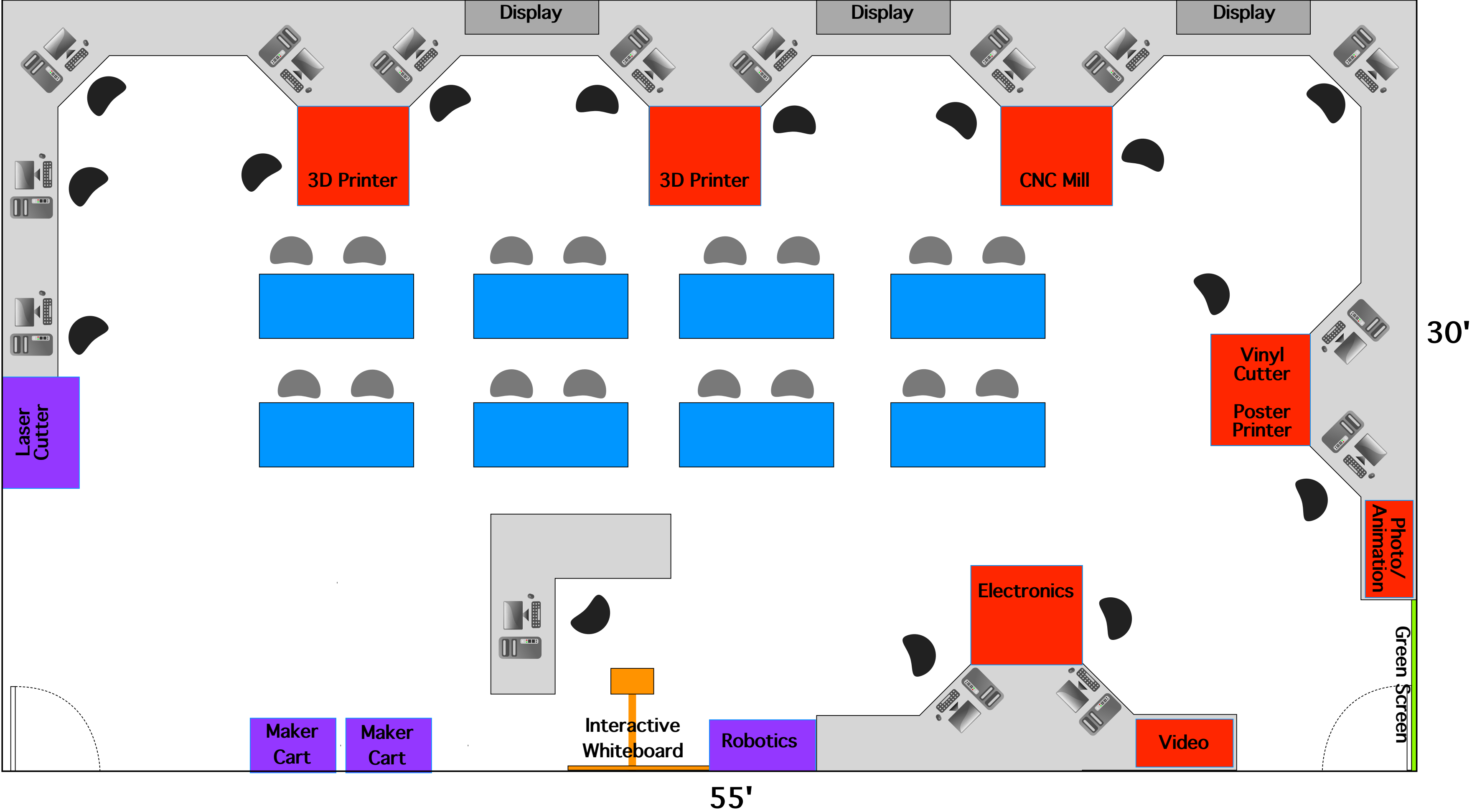
Wheeled Station: Mobile

Table: Free standing

3'



# Presentation



Design Station: Built-in furniture w/ power & network drops

Maker Station: Built-in w/ power & under table storage

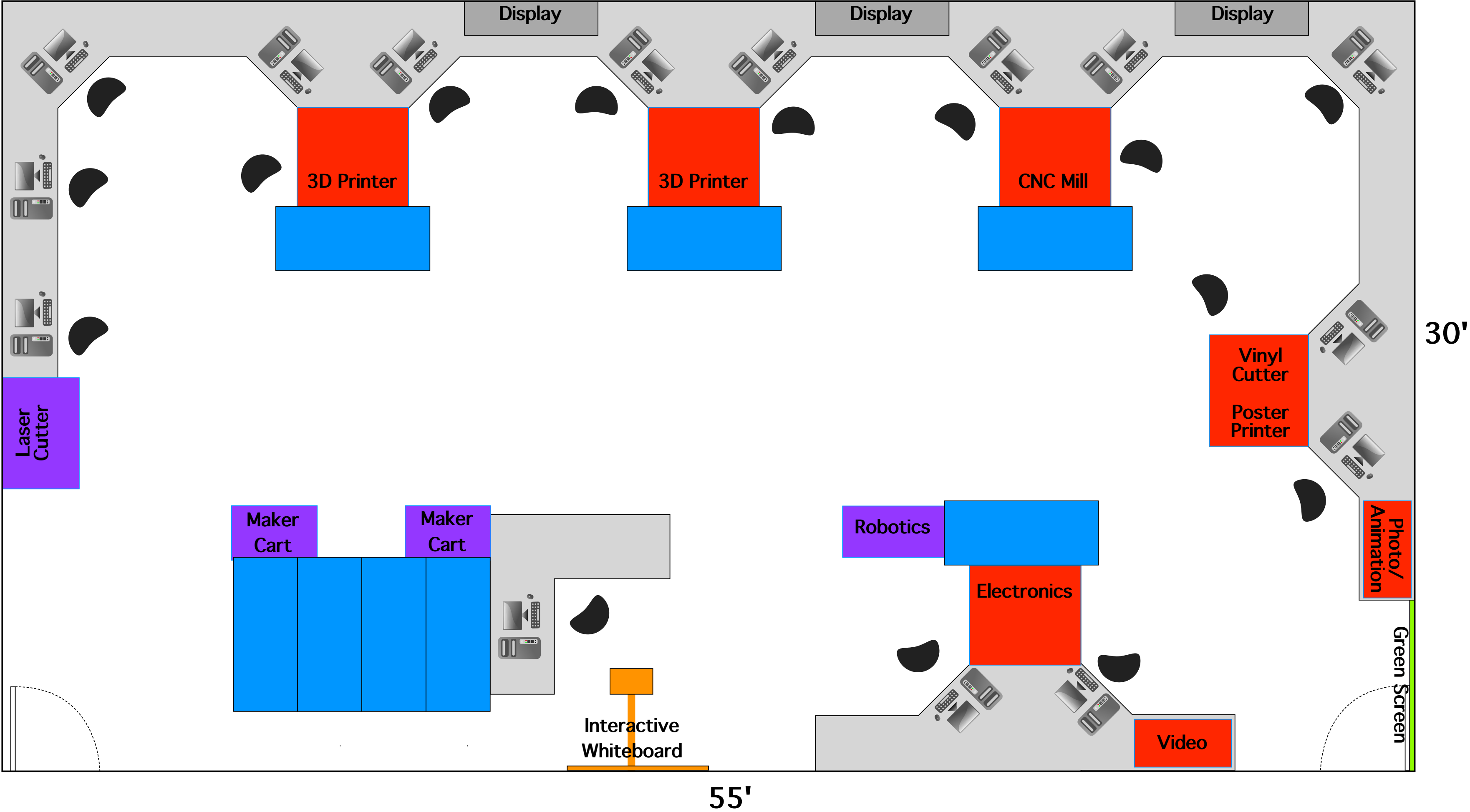
Wheeled Station: Mobile

Table: Free standing

3'



# Competition



3'





## Lessons:

- [Lesson 0: Orientation and Overview](#)

Kick off your Bootcamp experience by participating in orientation.

- [Lesson 1: Making and 21st Century Skills](#)

Discover how making can strengthen skills that will allow students to succeed in the 21st century economy.

- [Lesson 2: Learning through Doing](#)

Explore the topics and skills that can be taught using makerspaces and the projects, tools, and materials needed.

- [Lesson 3: Plan It, Make It](#)

Draft the design, identify the right tools, and plan how you will construct your makerspace.

- [Lesson 4: Identifying and Engaging Your Community](#)

Consider how your community can contribute to building and sustaining your makerspace.

- [Lesson 5: Budgeting and Resources](#)

Make your plans a reality by drafting a budget and coming up with ways to gather the resources you will need to build a sustainable makerspace.



# **Innovation at the Academies of Loudoun**





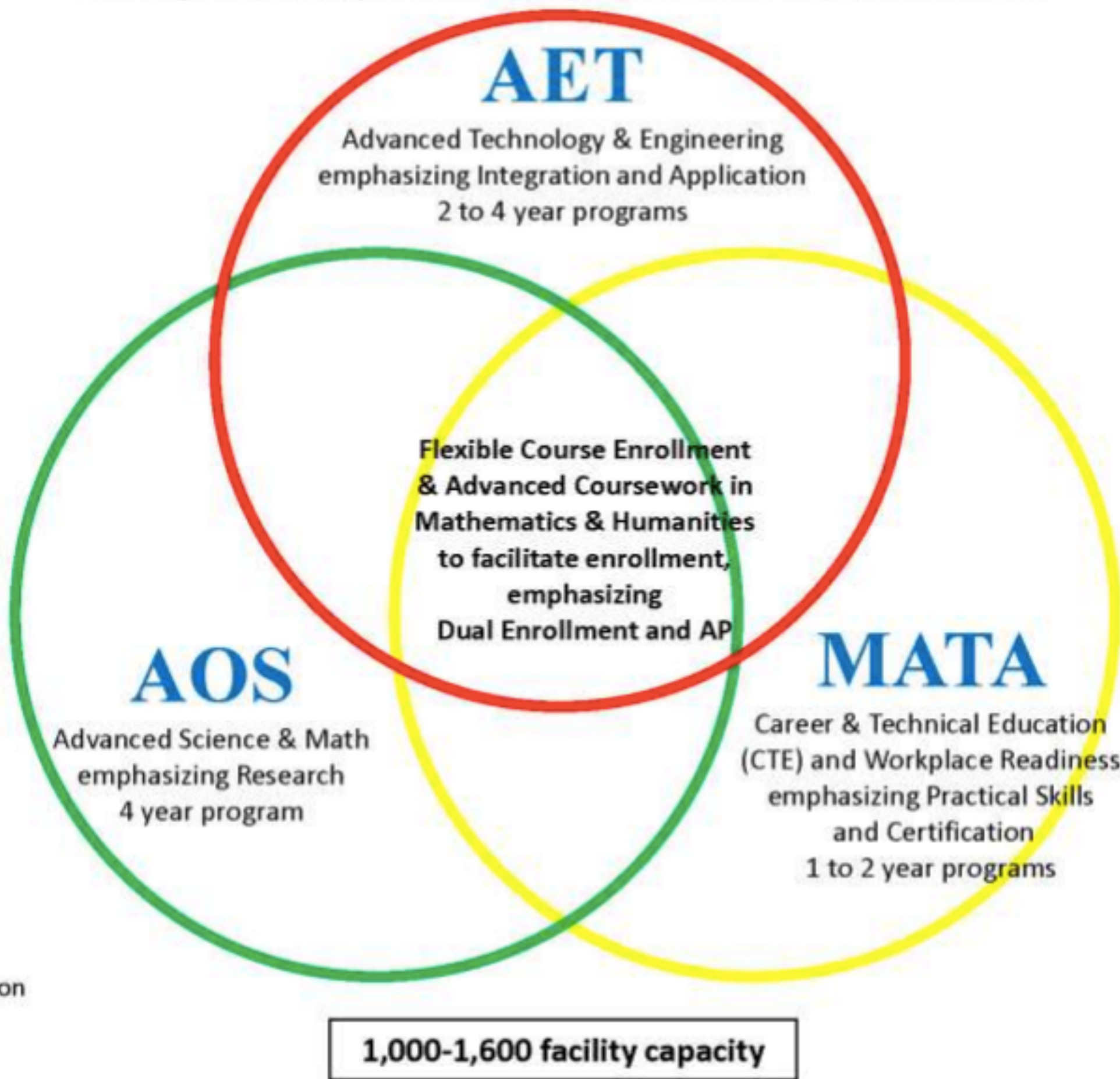
The mission of the Academies of Loudoun is to empower students to **explore, research, collaborate, innovate,** and to make meaningful contributions to the world in the fields of **science, technology, engineering and mathematics.**

- Academy of Engineering & Technology (AET)
- Academy of Science (AOS)
- Monroe Advanced Technical Academy (MATA)

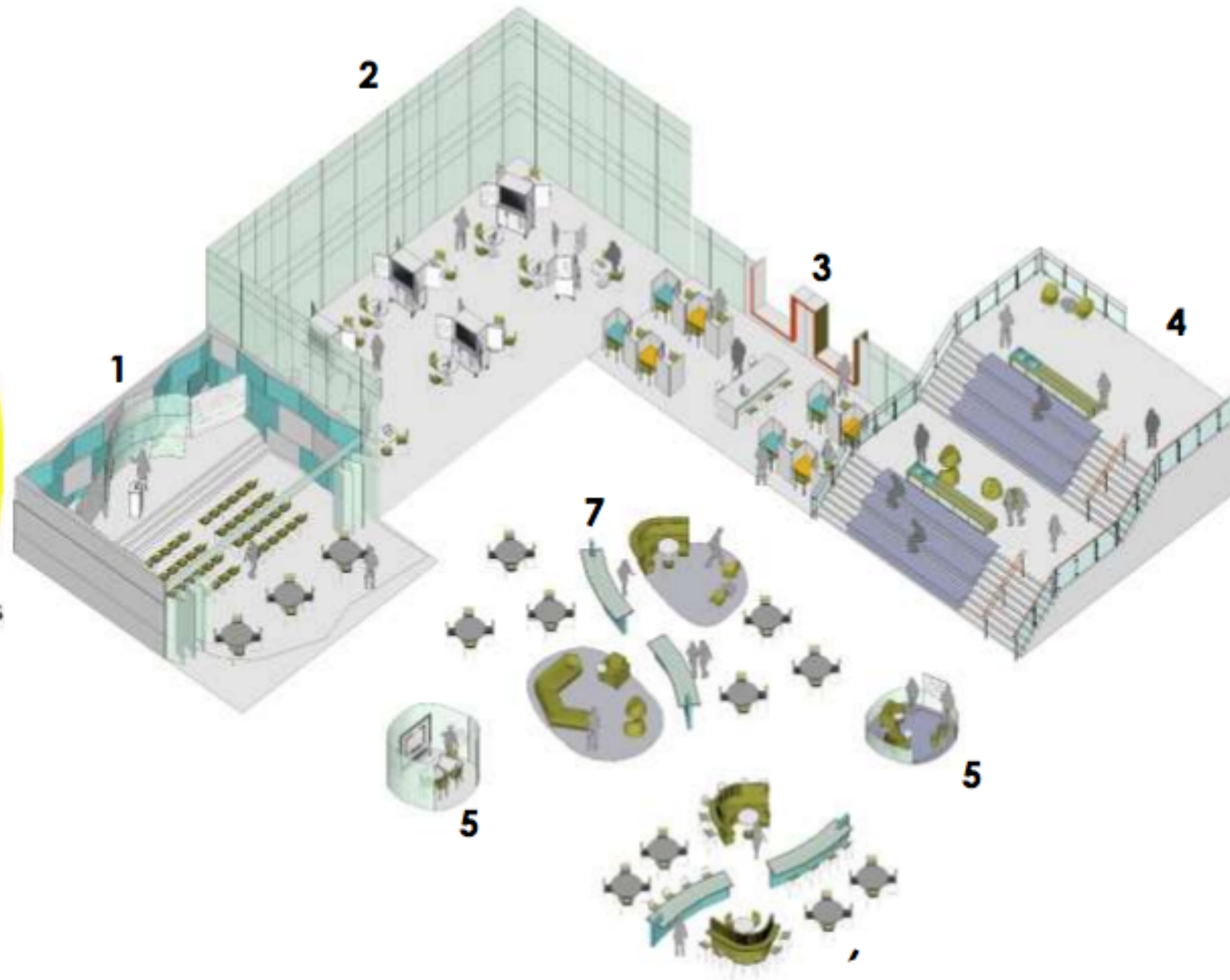


### The Academies of Loudoun

Creating Increased Opportunities for Exploration, Innovation and Advancement



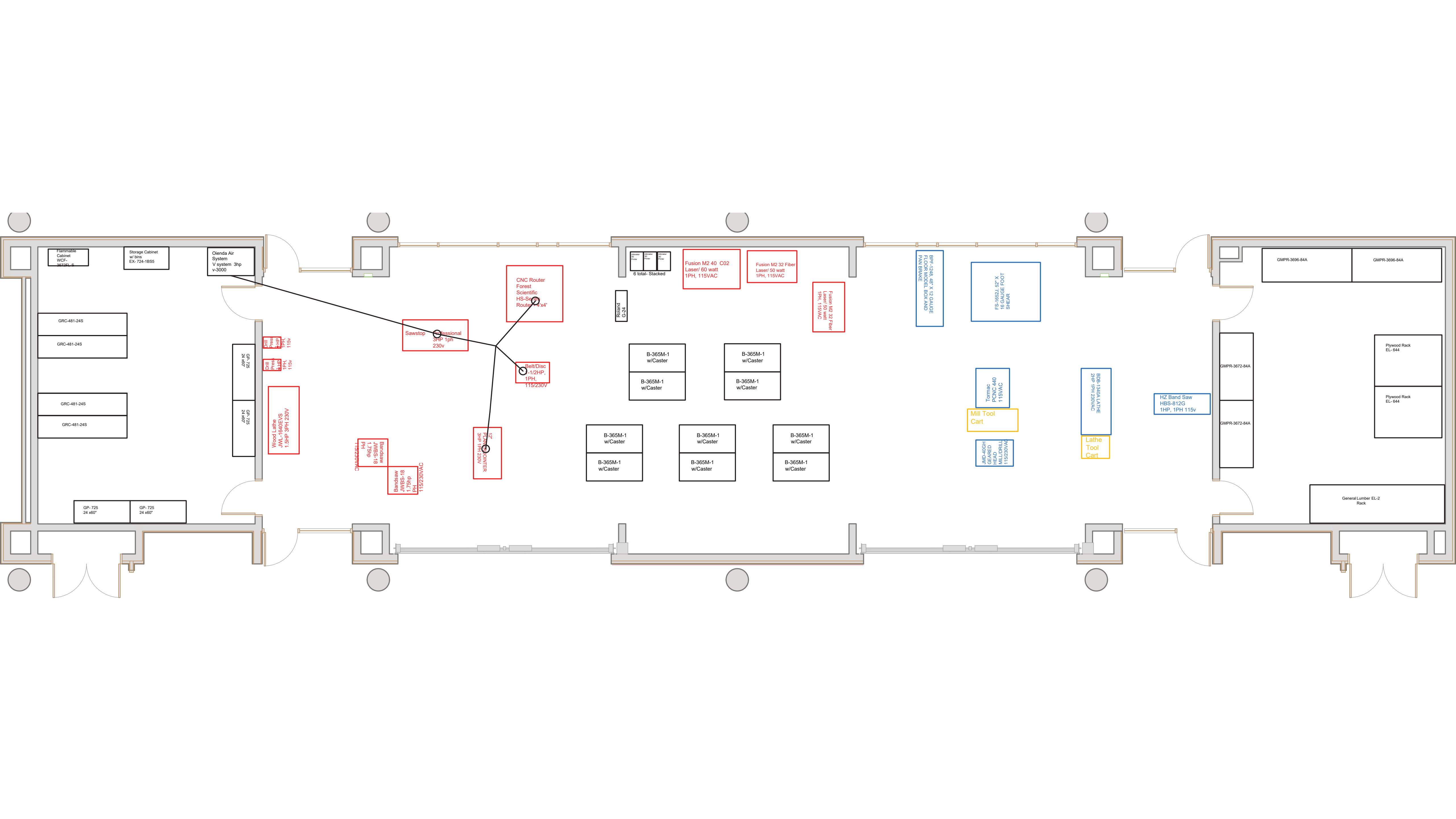
### INNOVATION COMMONS



- 15,480 S.F.
- HIGH FLEXIBILITY
- HIGH INFRASTRUCTURE
- INTENTIONAL TRANS-DISCIPLINARY SPACE

1. LEARNING THEATER
2. MAKER SPACE
3. TECHNOLOGY STATION
4. LEARNING STAIR + POSTER GALLERY
5. TEAM ROOMS
6. COLLABORATION SPACE
7. DINING + SOCIAL

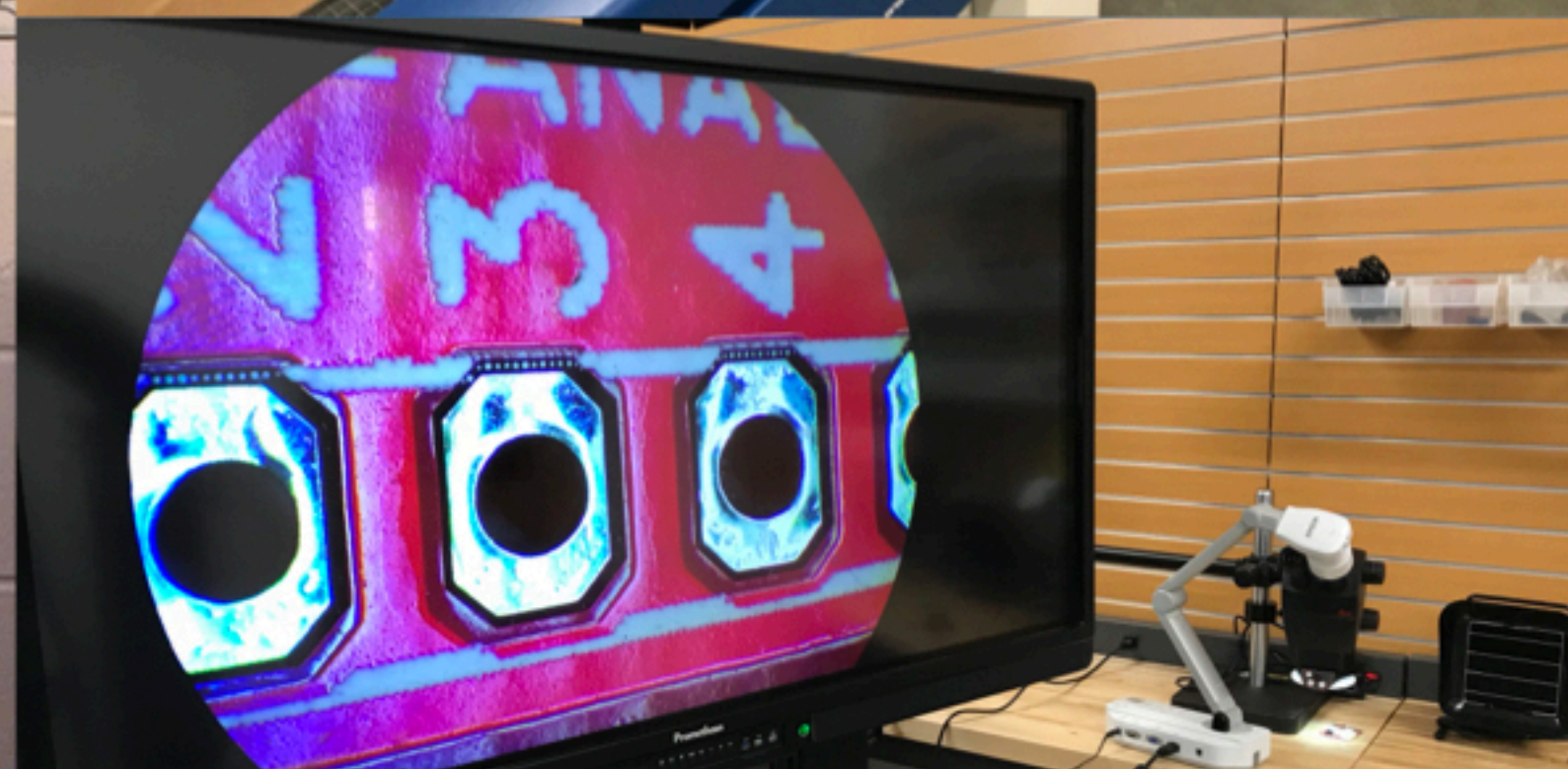
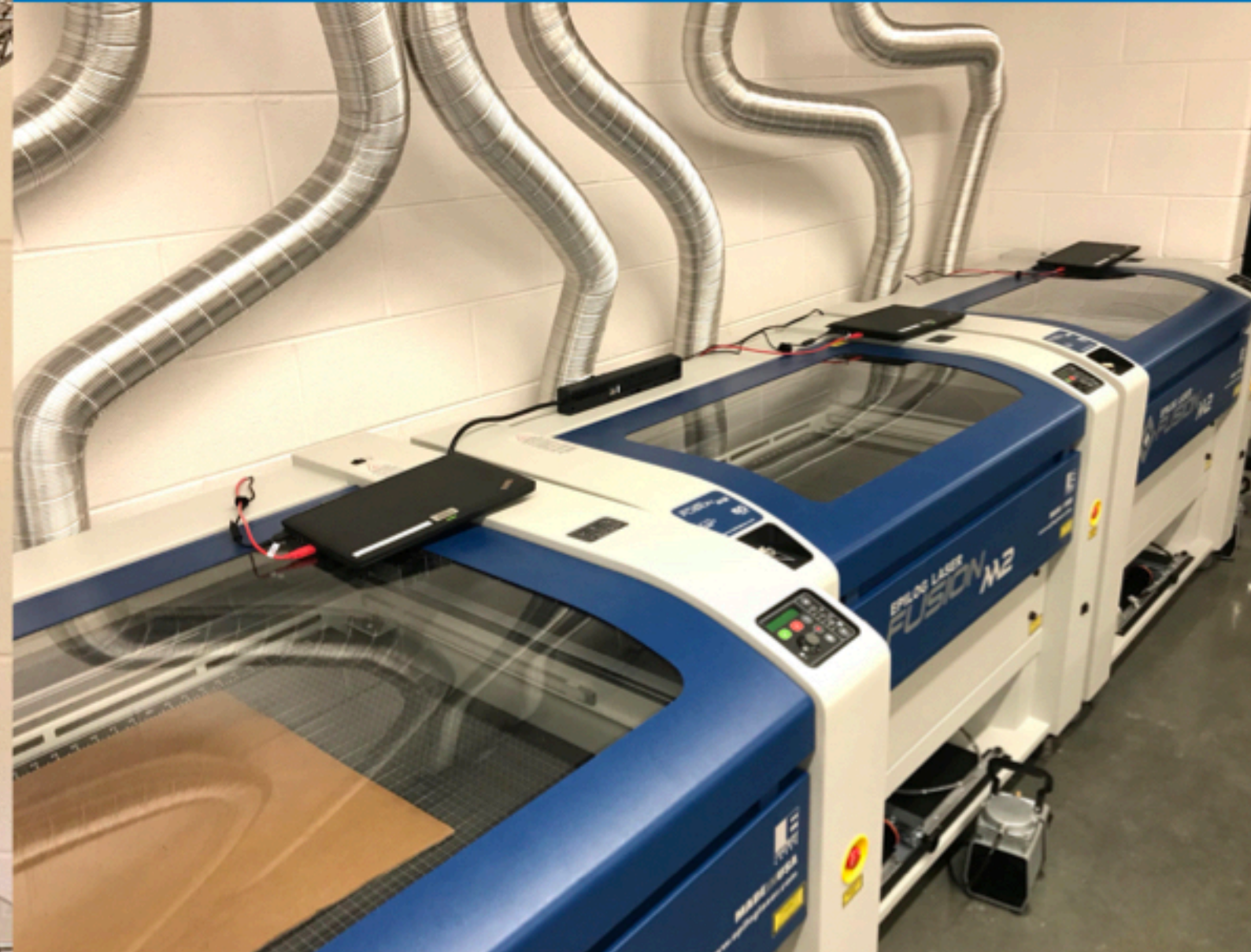
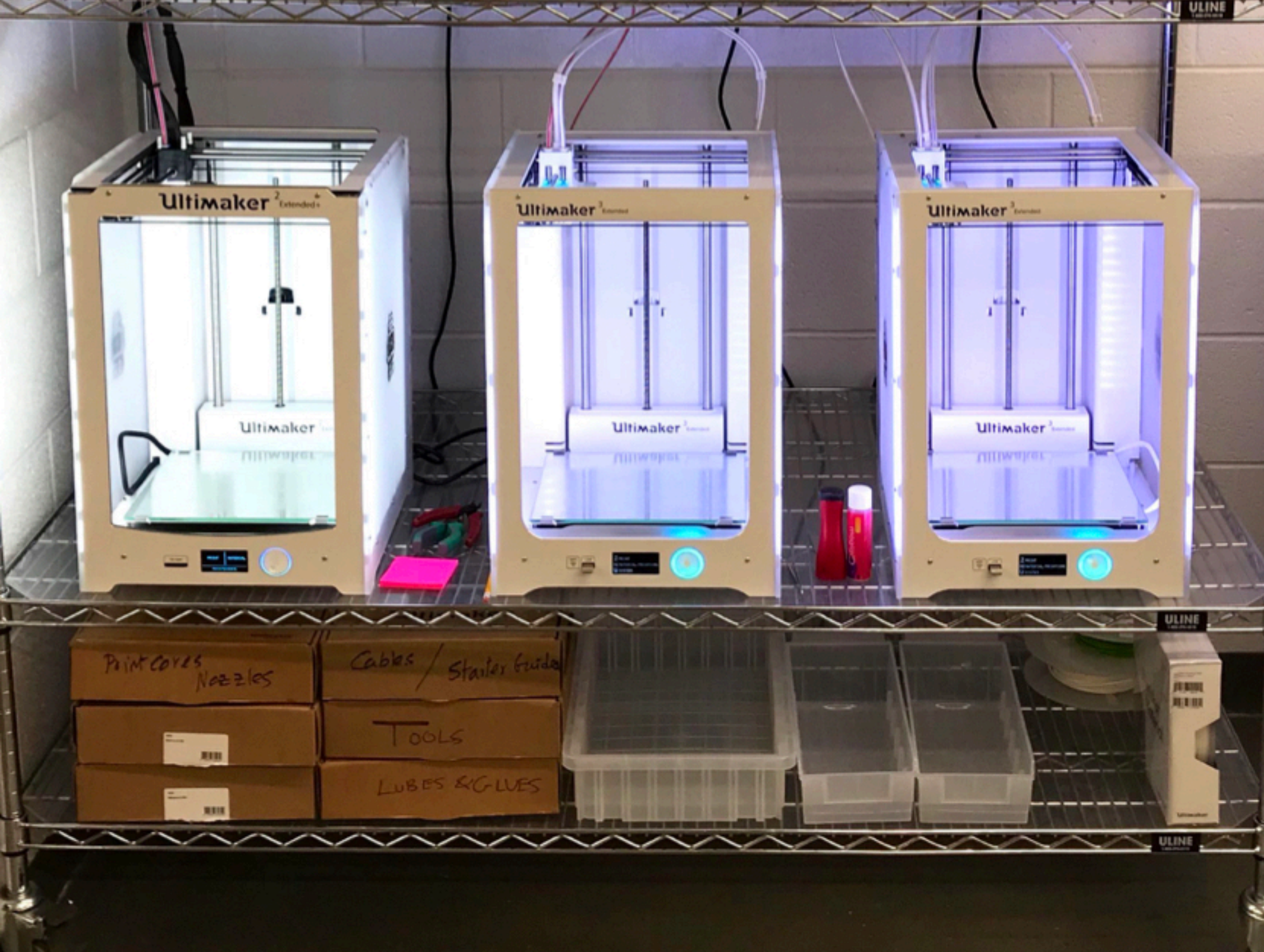
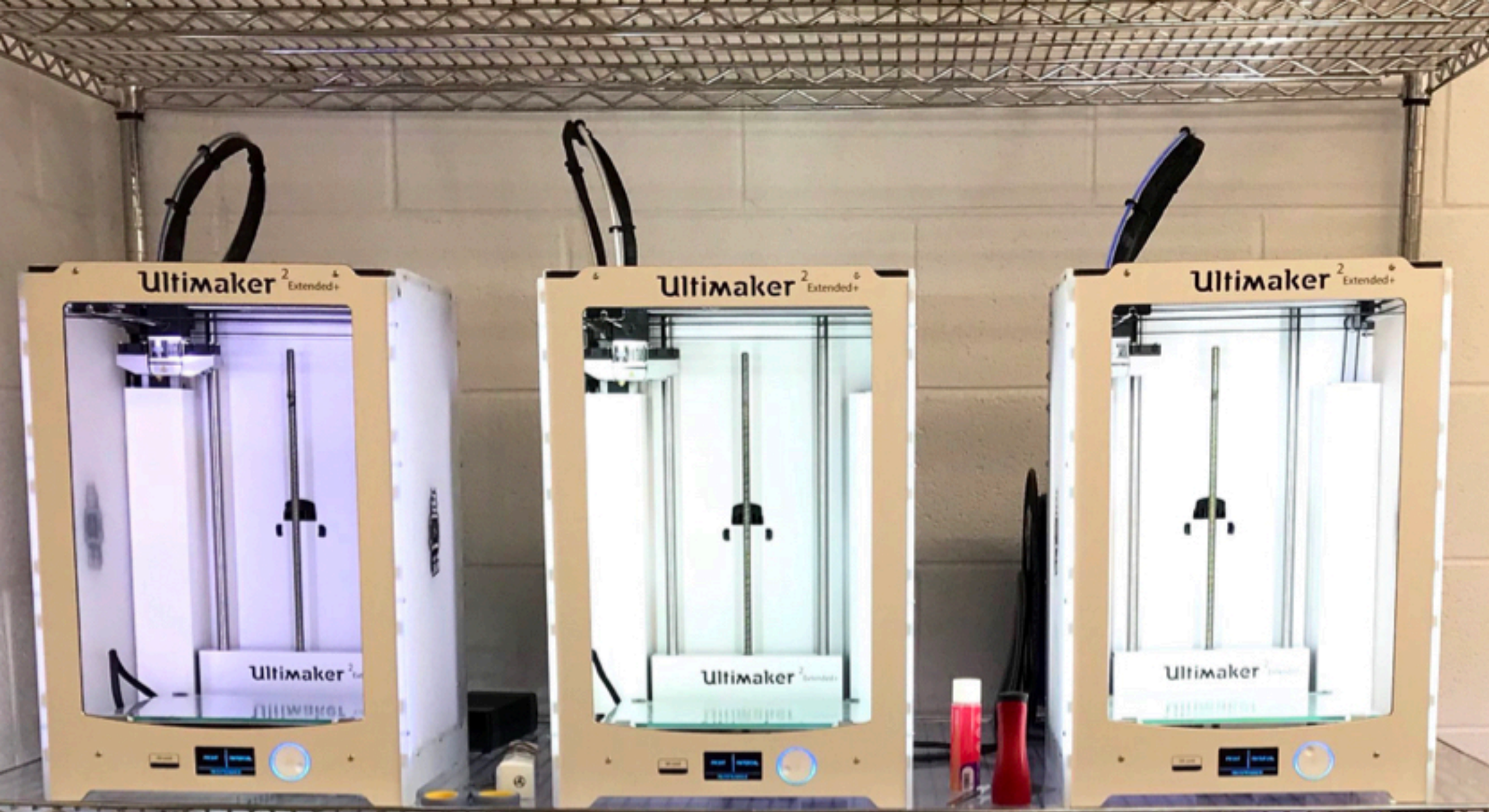




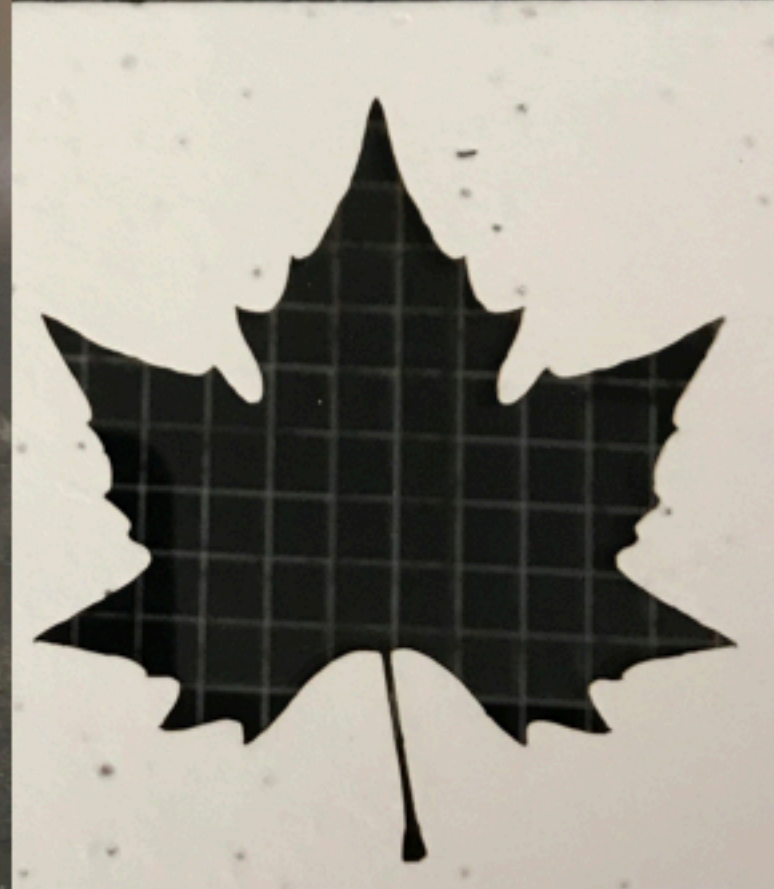
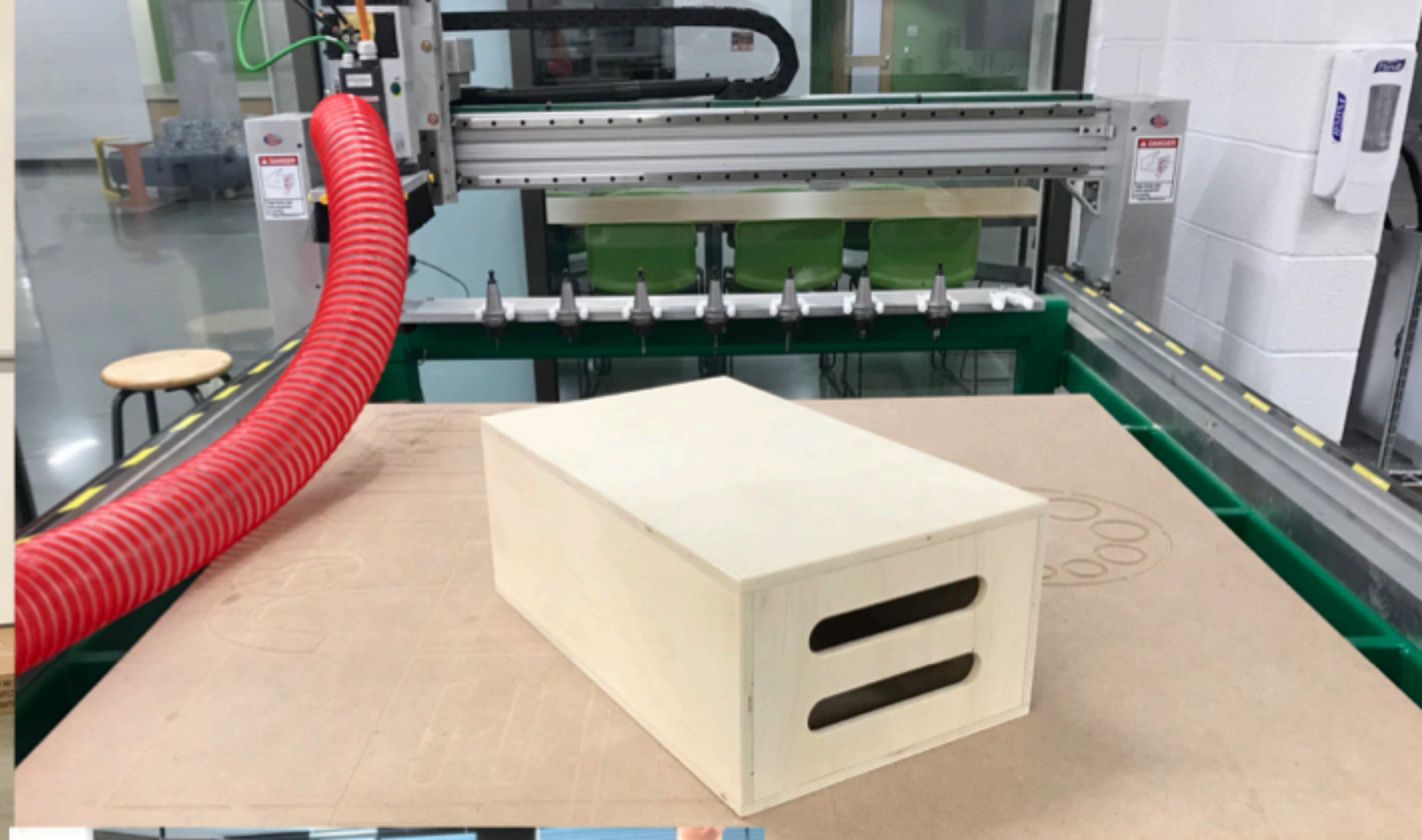
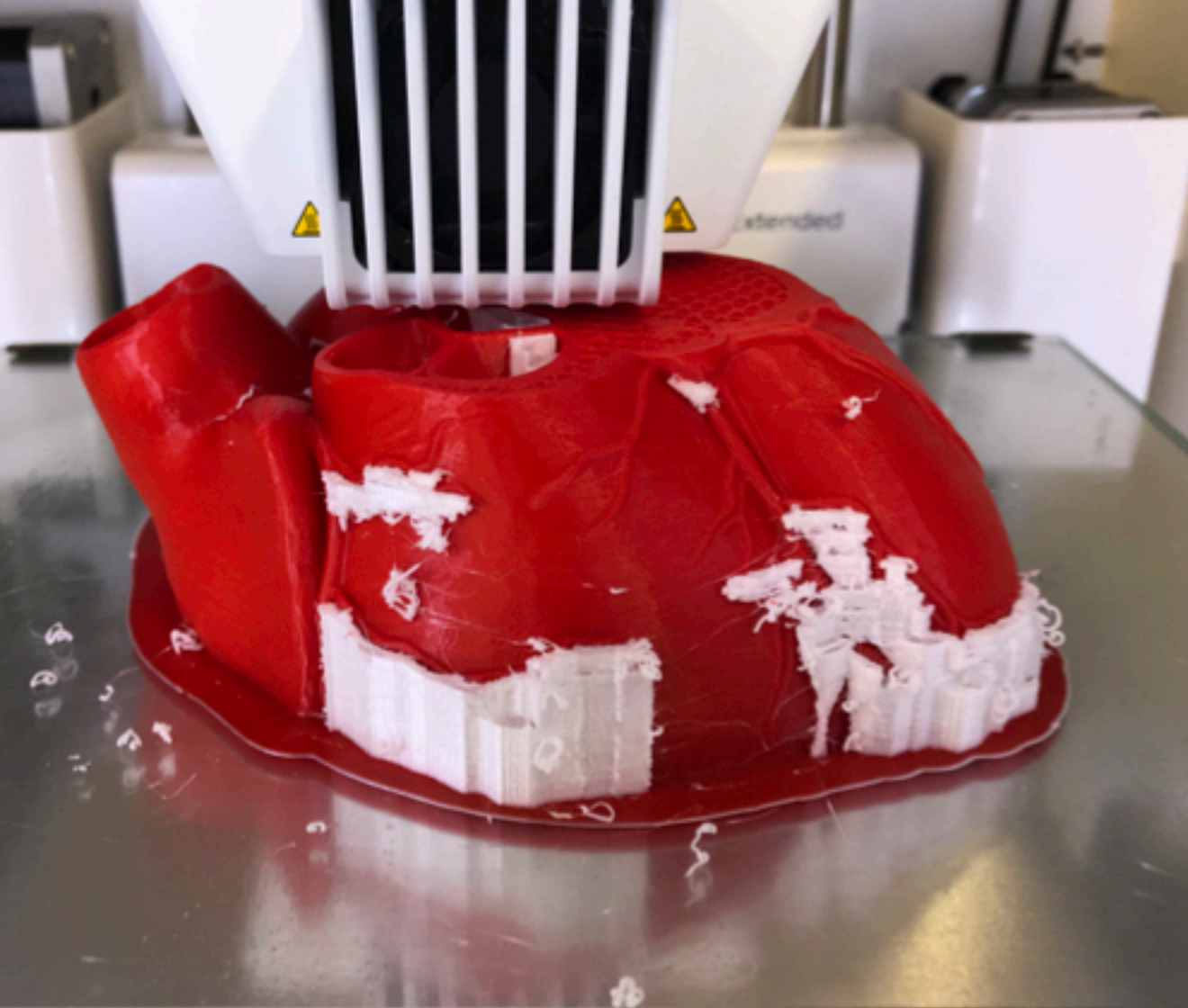














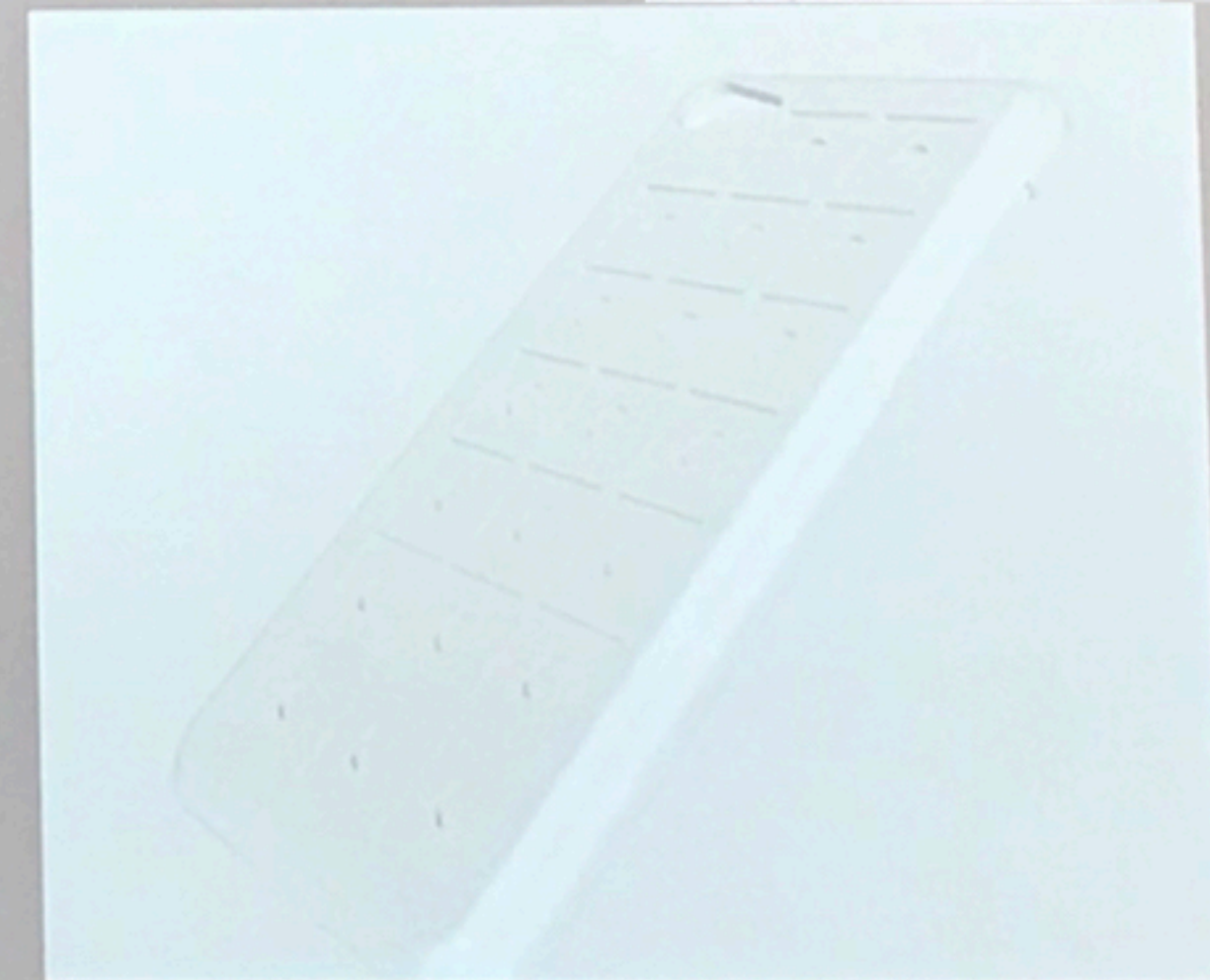






## Our Solution

- Interchangeable phone case
- Waffle like design
- Squares with various images





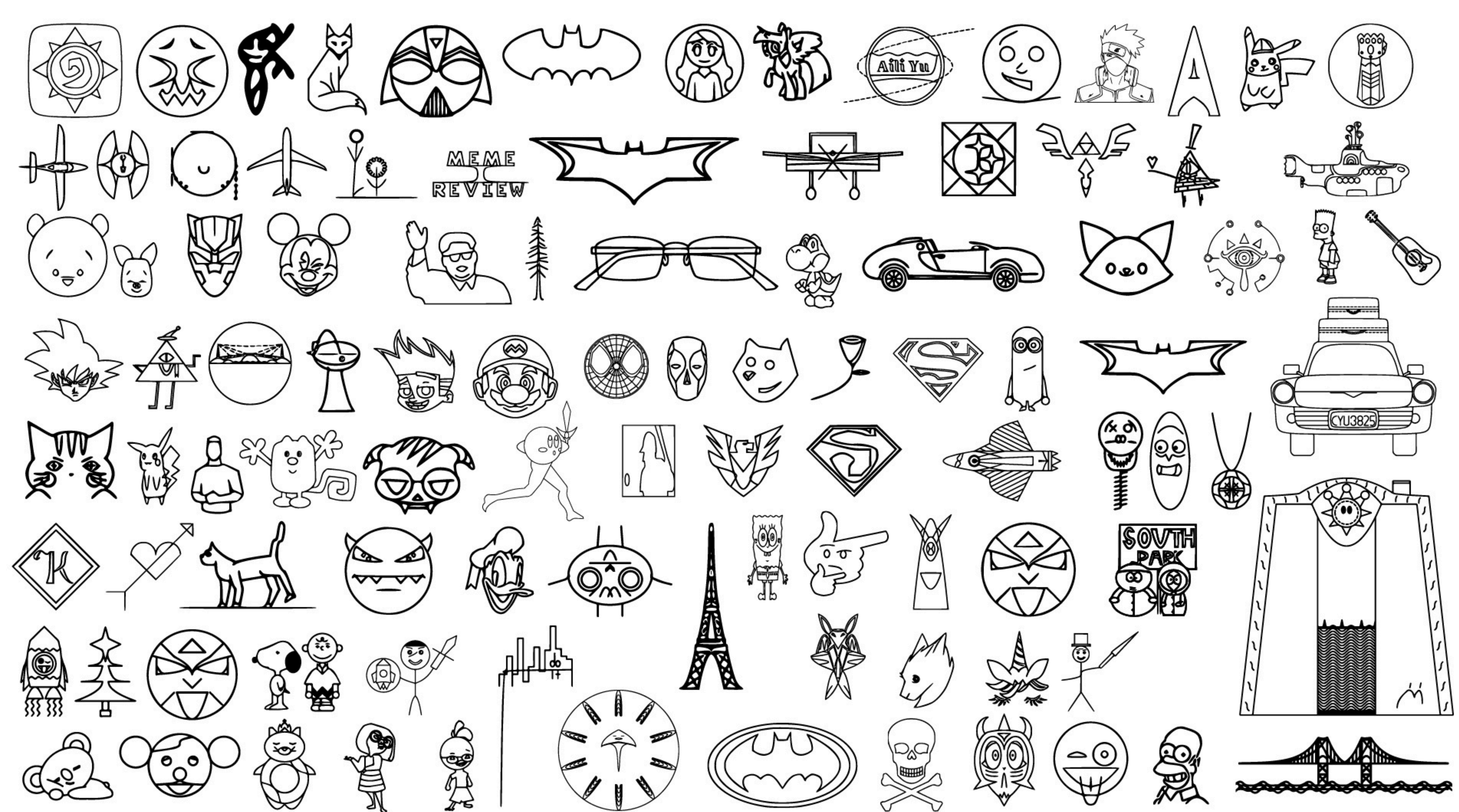
# Desmos Stickers

- **Parent Functions** - At a minimum, use **five** of the eight parent functions listed below.
  - ☐  $y = x$
  - ☐  $y = |x|$  (type "abs(" to get an absolute value function)
  - ☐  $y = x^2$
  - ☐  $y = \sqrt{x}$  (type "sqrt(" to get a square root function)
  - ☐  $y = x^3$
  - ☐  $y = x^{1/3}$
  - ☐  $y = 1/x$
  - ☐  $y = a^x$
- **Transformations** - Utilize **at least one of each** transformation listed below.
  - ☐ Stretch/Compression
  - ☐ Vertical Translation
  - ☐ Horizontal Translation
  - ☐ Reflection (Either Axis)
- **Summary** - Create a one paragraph summary in Desmos explaining your strategy in creating in your project, **with specific reference to each of the transformations listed above.**

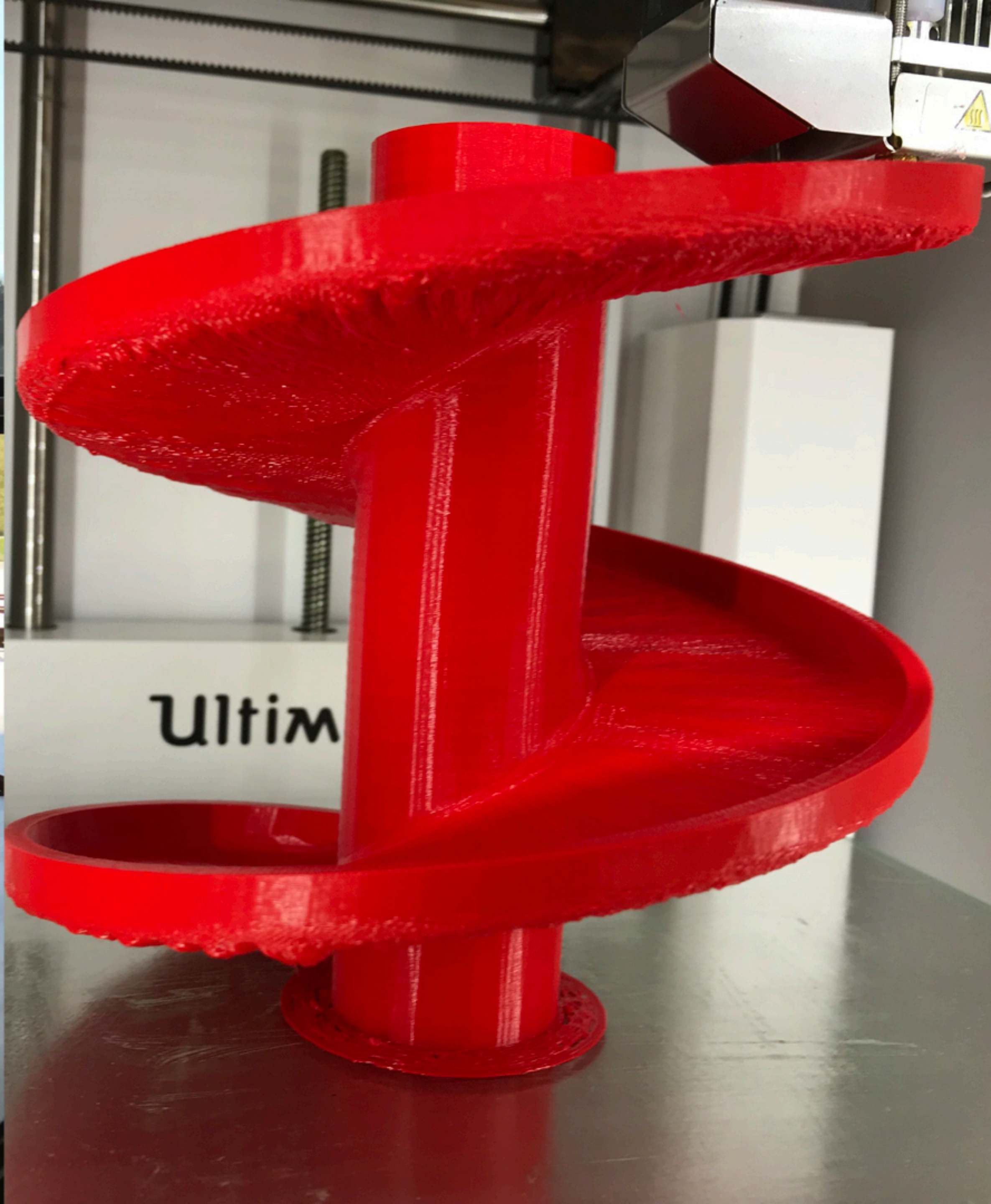
ThinkPad











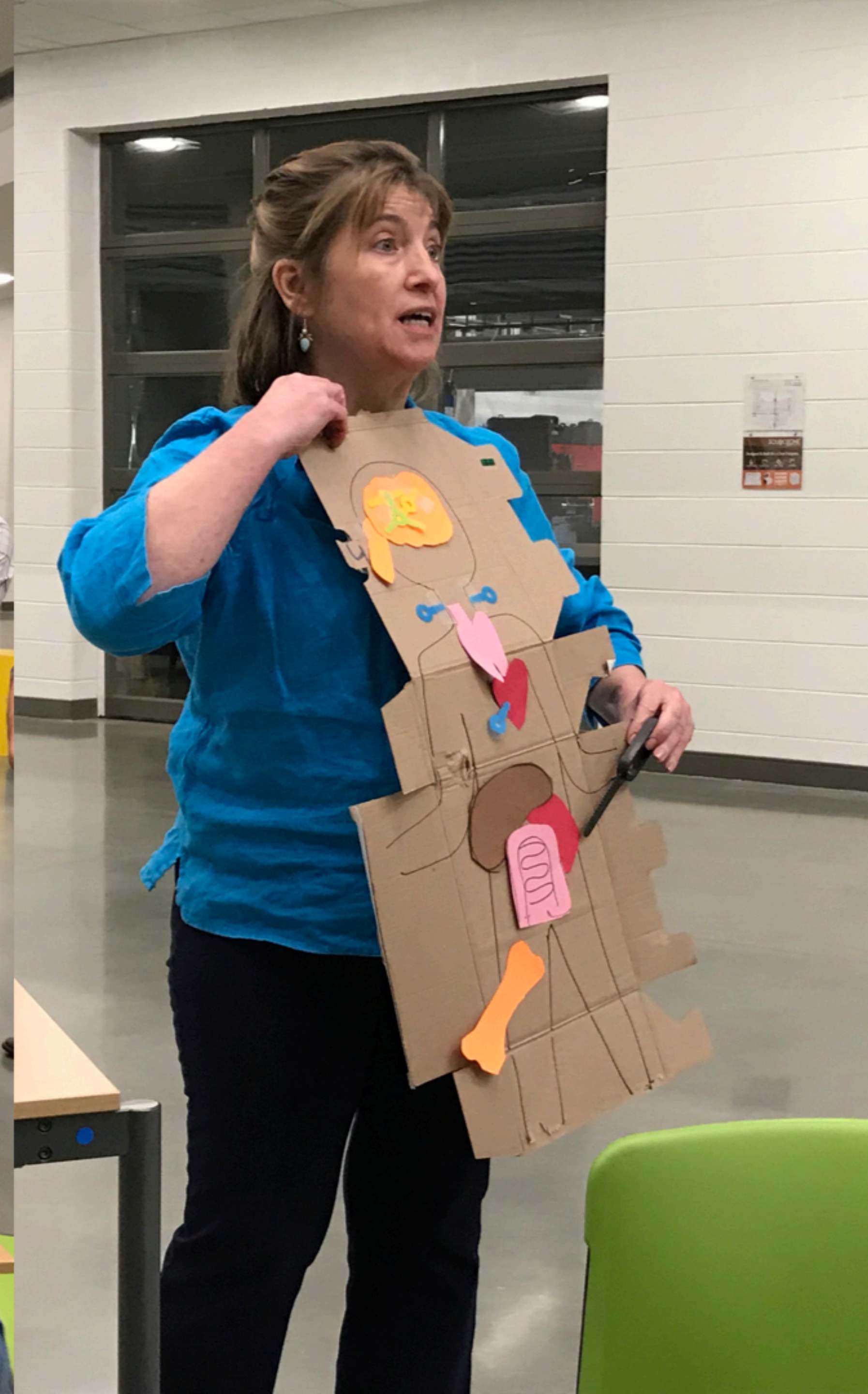




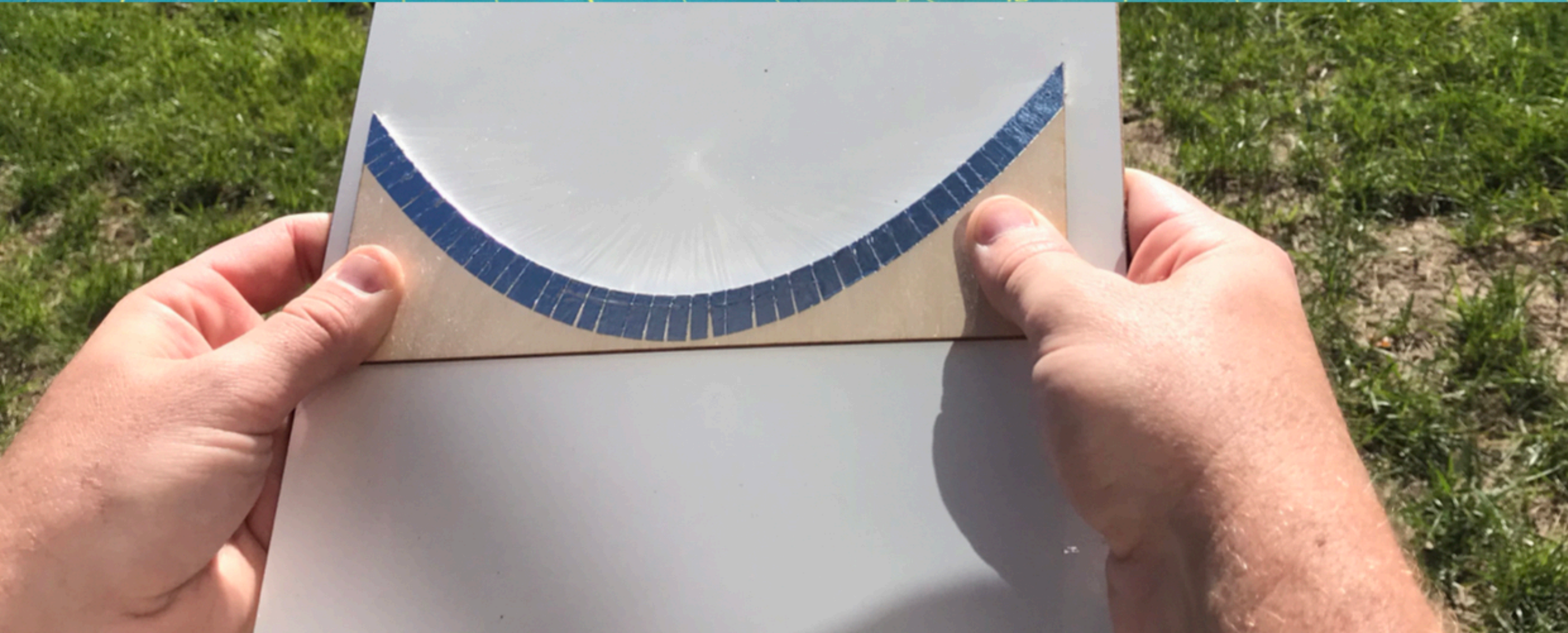
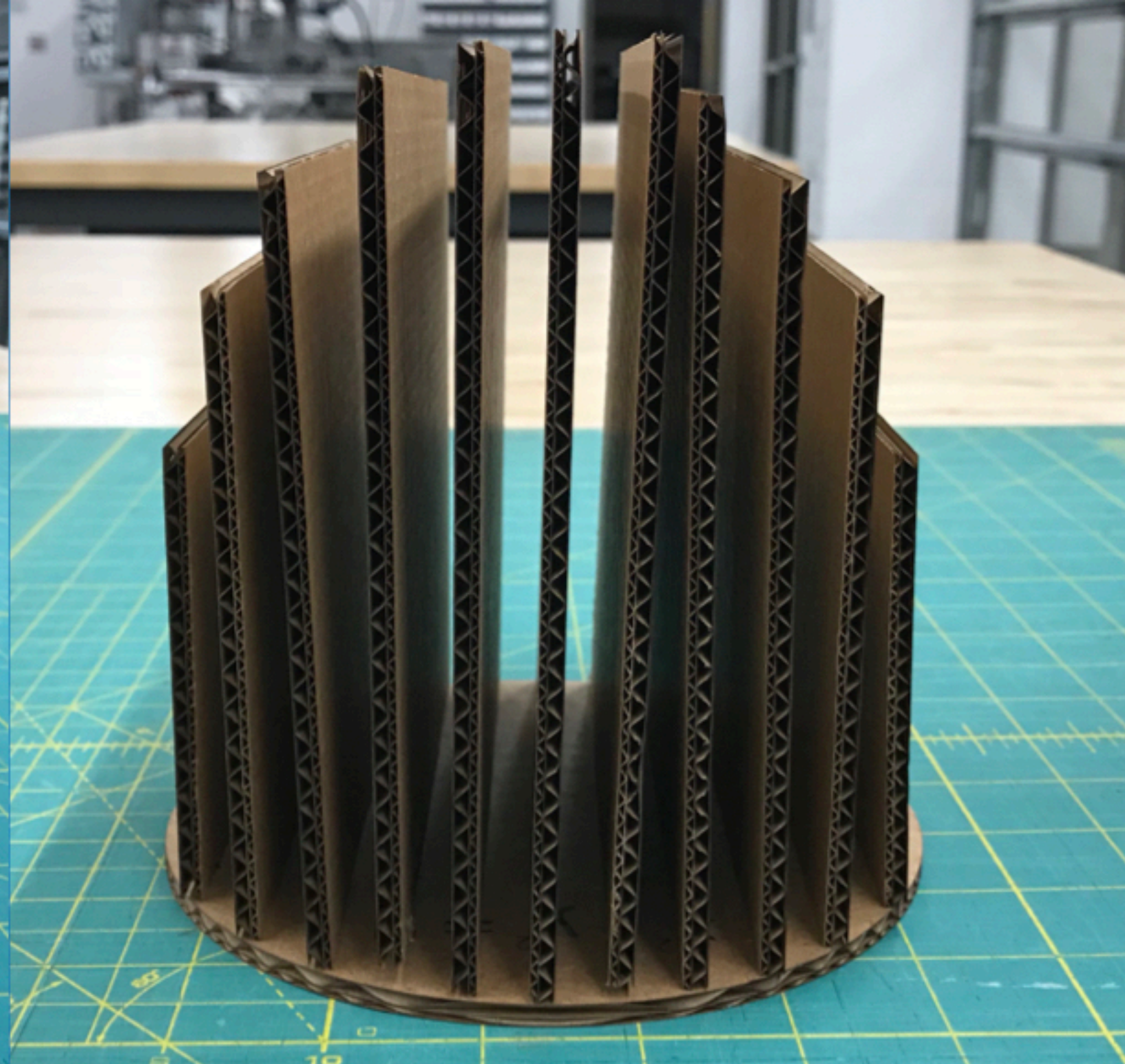




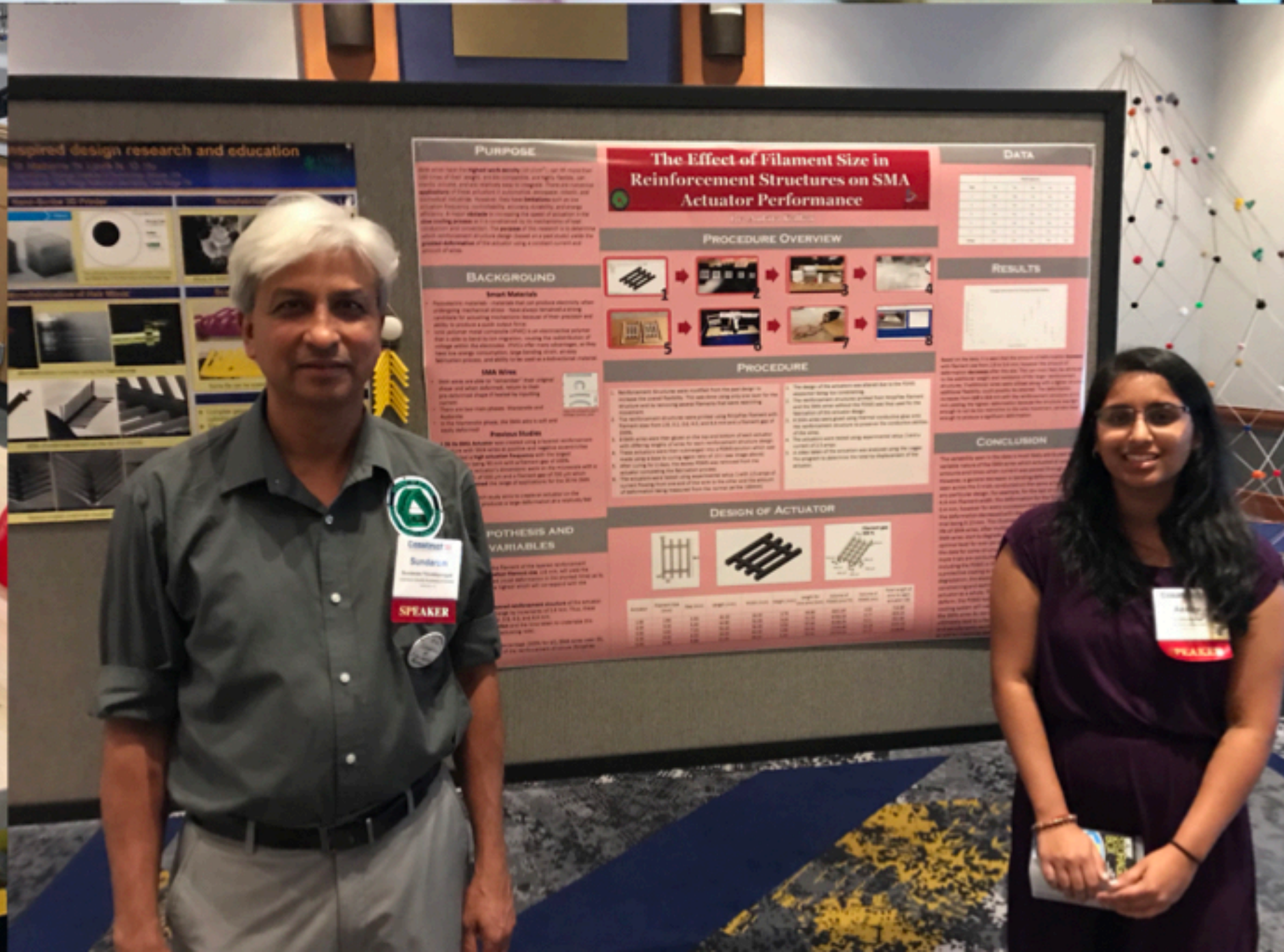
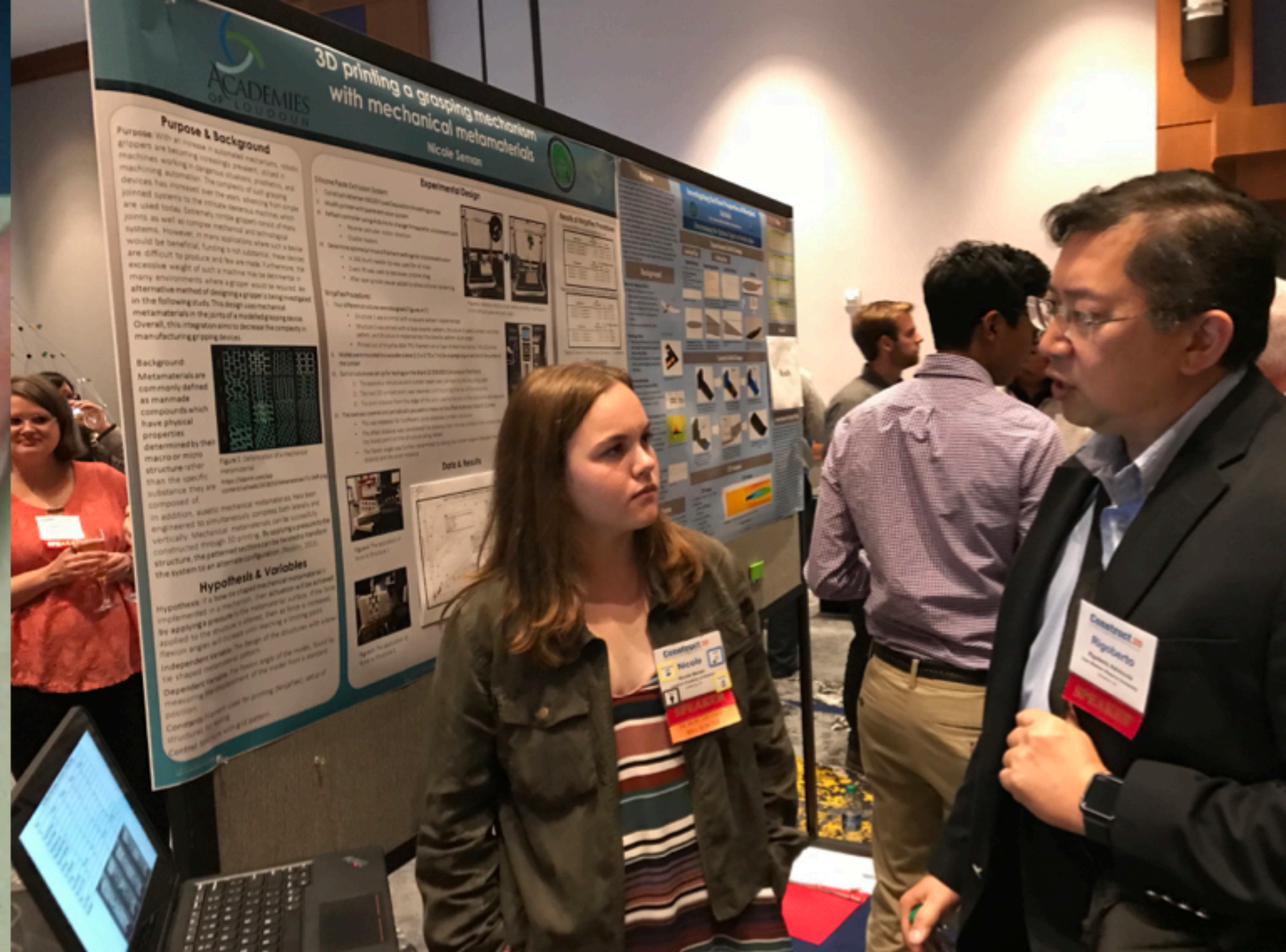








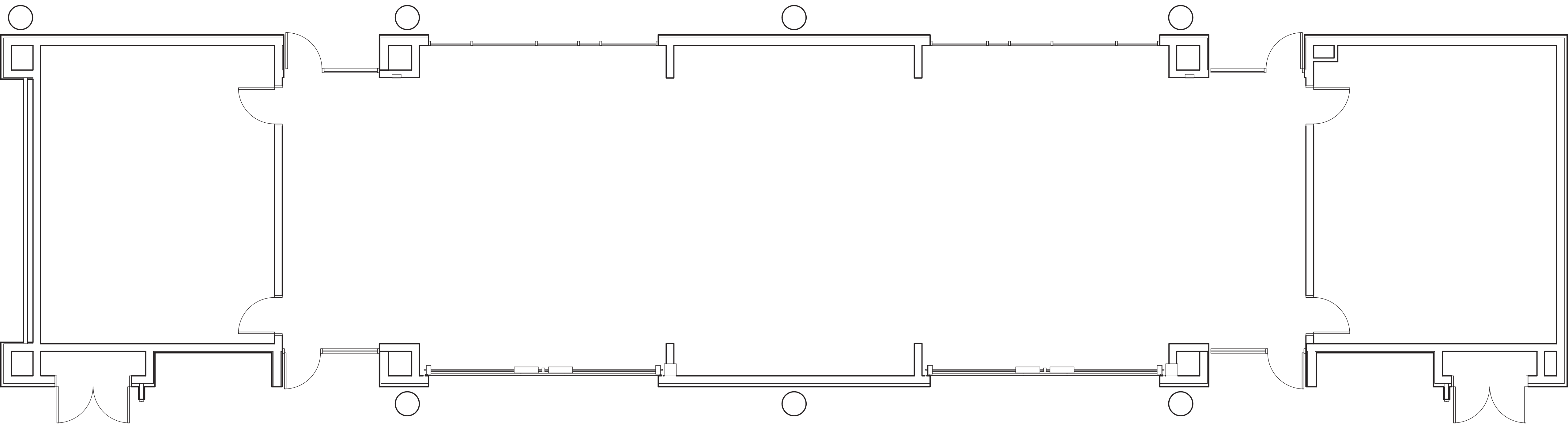






# Makerspace Safety







# Virginia DOE Safety Resources

-VDOE Safety in Science Teaching (2018)

<http://www.doe.virginia.gov/instruction/science/index.shtml>

-The Safety Best Practice Guide for CTE

[http://www.doe.virginia.gov/instruction/career\\_technical/technology/index.shtml](http://www.doe.virginia.gov/instruction/career_technical/technology/index.shtml)



- **Power**
- **Lighting**
- **Ventilation**
- **Fume Extraction**
- **Dust Extraction**
- **Eye Wash/Shower**
- **Sink**
- **Sight Lines**
- **Chemical Storage**
- **Sound**
- **Green Zone**
- **Red Zone**
- **Safety Zones**
- **First Aid**
- **Fire Extinguisher**
- **PPE**
- **Traffic Flow**
- **Supervision**
- **Training**
- **Acknowledgement**



## **Storage**

- **Tools**
- **Materials**
- **Projects**

## **Display**

- **Student Work**
- **Signage**
- **Tutorials**
- **AV**

- **Flexibility**
- **Mobility**
- **Collaboration**
- **Design Space**
- **Work Space**
- **Sharing**



# Reference Guide 6 page summary (\$)

## Making and Makerspaces in Education

### Essential Reading List

-Invent to Learn

-Meaningful Making 1 & 2

-The Space

-Make Space

-Safer Makerspaces, Fab Labs, and STEM Labs



## Makerspace Playbook

<https://makered.org/wp-content/uploads/2014/09/Makerspace-Playbook-Feb-2013.pdf>

## Starting a FabLab

<https://fabfoundation.org/getting-started/#fab-lab-questions>

## CTE Makeover Challenge Bootcamp

<http://www.ctemakeoverchallenge.com/cte-makeover-bootcamp/>

## MIT Edgerton Center: Makerspace Resources for K12 Educators

<http://k12maker.mit.edu/>



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# Reflection

**Turn to a partner and describe how making is part of the learning environment you are planning.**

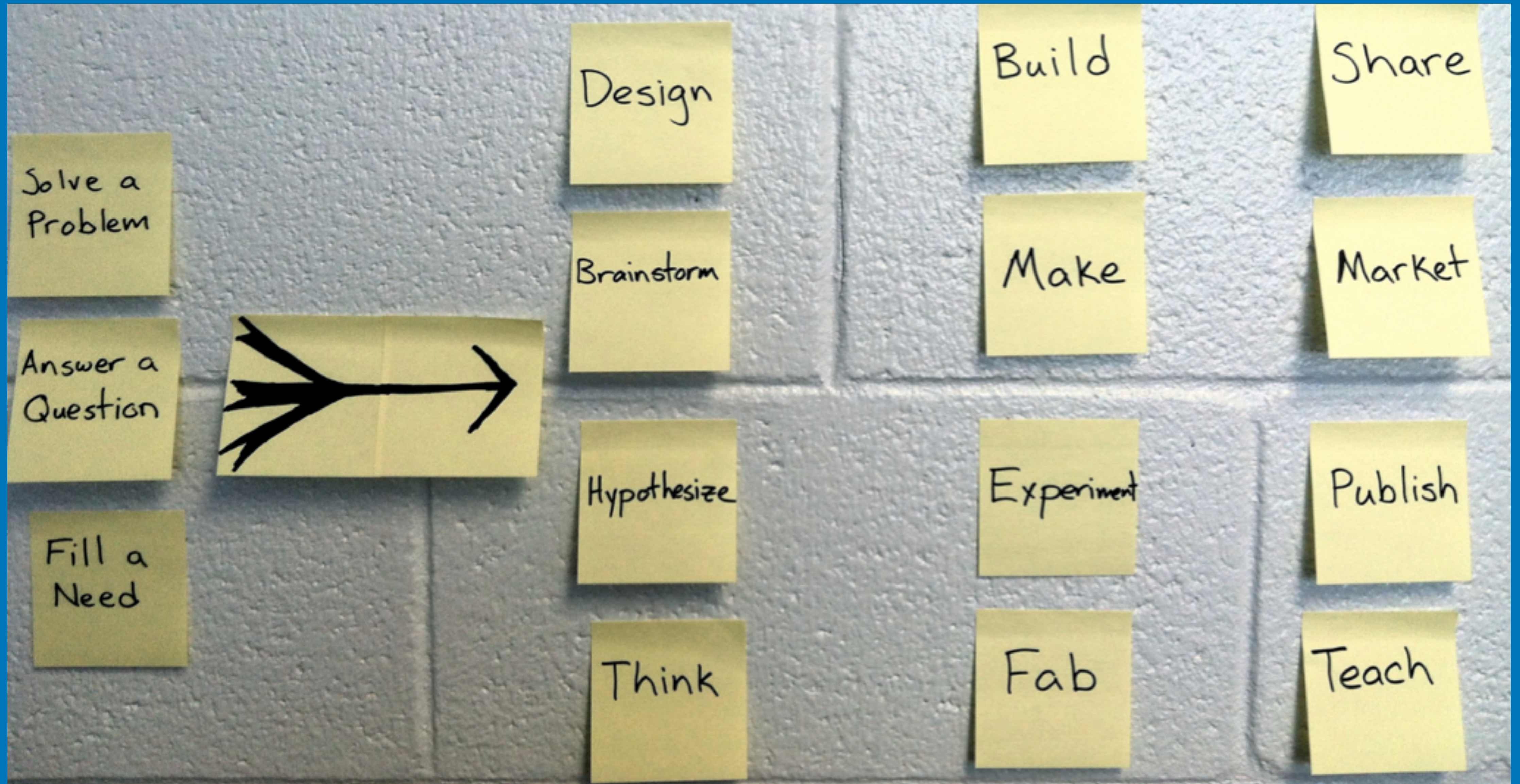


# Makerspace, Innovation & Safety

Josh Ajima  
@DesignMakeTeach



# A MAKER EDUCATION MODEL





# DIGITAL FABRICATION TOOLS

2D Printer/Plotter

Embroidery Machine

Cutting Plotter/Vinyl Cutter

3D Printer

Laser Cutter

CNC



OTHER CATEGORY

Plasma Cutter

Water Jet: Wazer

Robotic Router: Shaper Origin