

Maker Faire Learning Objectives

- Meet, interact, and converse with individual Makers, who are sharing their unique passions
- Become exposed to the wide breadth of art, science, engineering, history, and interdisciplinary subject areas that all involve making
- Engage in hands-on workshops and activities, resulting in a project to take home
- Collaborate on a large community project and share experiences with other attendees
- Become exposed to, and feel welcomed and supported in, the Maker community
- Be inspired with at least one new idea to try at home or in school

Sample Activities Aligned to NGSS

Recycled Boats— Students will be provided recycled materials and asked to create a “boat” that floats using three or more different materials.
NGSS 3-5-ETS 1-1; 3-5-ETS 1-2

Learn to Solder—Students will learn the basics of soldering by completing a soldering skill badge.
NGSS MS-PS 1-4, MS-PS-3

Magazine Art—Students will be tasked with designing art by repurposing old magazines.
NGSS 4-PS3-2; K-ESS3-3

Bird Houses or Feeders—Students will make bird feeders or bird houses using repurposed materials.
NGSS K-ESS3-3; K-ETS 1-2; 3-LS4-4

Science and Engineering Practices: Asking Questions and Defining Problems; Developing and Using Models; Constructing Explanations and Designing Solutions

Crosscutting Concepts: Cause and Effect; Systems and System Models; Structure and Function

Maker Faire Rochester Info

- Web: rochester.makerfaire.com
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