Making Gifted Ed. Happen in Makerspace

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Disclaimer
I am “Forrest Gumpping” our way through this!
What is a Makerspace?

- Creative, DIY spaces, where people gather to create, invent and learn.
- A location where people gather to share resources and knowledge, work on projects, network and build.
- A space where people create, tinker and discover, with a variety of tools and media.
- PLACE… PEOPLE… MAKE THINGS
Why a Makerspace?

- Allows students to take control of their own learning.
- PBL!
- Places where students have the room, materials and opportunity for hands-on work.
- Encourages CREATIVITY!
- Fearless Classroom space - First Attempt In Learning
How is Makerspace fit to redesign AIG

- Supports science, math and social studies through application based curriculums!
  - Compacting!!!
- Allows a platform for non-traditional learners to excel!
- True Differentiating
- Student Choice/Student Voice
- Authentic Outcomes
- Fearless learning space
A brief look into our Makerspace...
Big 6/ Super 3

- Super 3
  1. Plan
  2. Do
  3. Review

- Big 6
  1. Task Definition
  2. Information Seeking Strategies
  3. Location and Access
  4. Use of Information
  5. Synthesis
  6. Evaluate
K-2 Tasks
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Documenting our Thinking Starts Early
Tip-toeing into Sewing and Knitting, many grades
Lighthouses, 4th grade
Maker Mall/Economy, 4th grade
Pumpkin Chunkers with 5th grade
Globally-Inspired Puppet Shows, 5th grade
Makerspace and Identification
Sphero Boato

Task: Design & build a boat that will use the Sphero robot as the engine. You want it to win in a race.

Things to think about:
- How to keep your engine in place
- Keeping our boat afloat
- Steering?
- What are we going to make it out of?
Differentiation
Our IG Model

- Once every 6 days for 45 minutes
  - In addition to “official” services they receive AIG specialist

- Also 4th and 5th grade during “flex grouping” time
  - Usually 3-5 students each “flex group”

- My 2 Directives
  - Student Centered
  - Make it Successful
Student Driven Learning

End Game and “So What?”
Still teaching “Design Thinking”

Problem: Rogue Droids
Investigate the program installed on the VEX IQ Droids.
Develop an inverse program that will counter the hack
installed by the rebels, upload it to the droids so
they return to a working state.
- Lord Vader
Authentic Outcomes
Year 2 - Bumps, Hiccups and New Challenges

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Flex Time and Enrichment