



# Coop [MAKE] 120



<https://www.youtube.com/channel/UC-hZtA0UUEzndBMm1wlme4Q>



**CO-OP (MAKE) 120**  
**'BHS MAKERSPACE'**  
**FALL 2019**



**COURSE DESCRIPTION:**

BHS MakerSpace explores STEAM projects that involve Science, Technology, Engineering, Arts and Mathematics. This course will enable students to undertake creative, innovative and entrepreneurial projects in the classroom. Students will explore a variety of technologies while designing and engineering their own project. Mentors will be established to help develop these projects as well as instruction on the basics.

The course is designed to apply the 4 C's...Creativity, Critical Thinking & Problem Solving, Collaboration, and Communication. These skills are beneficial in any workplace and are essential for life-long learning. The course will also emphasize all the global competencies: Innovation/Creativity/Entrepreneurship; Critical Thinking/Problem Solving; Self-Awareness/Self-Management; Sustainability/Global Citizenship; Collaboration and Communication. The goal of the course is to improve these skills so they can be used in any of your future endeavours.

**NEEDED**

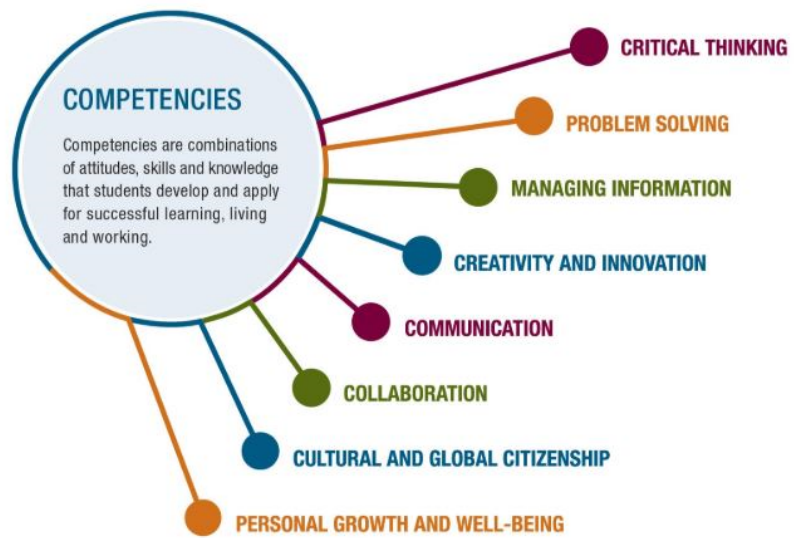
**WHAT ARE ~~21~~ST CENTURY SKILLS? THESE 4 C'S:**

<p><b>C</b></p> <p><b>COMMUNICATION</b></p> <p>Sharing thoughts, questions, ideas &amp; solutions</p>	<p><b>C</b></p> <p><b>COLLABORATION</b></p> <p>Working together to reach a goal. Putting talent, expertise, and smarts to work</p>	<p><b>C</b></p> <p><b>CRITICAL THINKING</b></p> <p>Looking at problems in a new way and linking learning across subjects &amp; disciplines</p>	<p><b>C</b></p> <p><b>CREATIVITY</b></p> <p>Trying new approaches to get things done equals innovation &amp; invention</p>
---	--	--	--

### New Brunswick Global Competencies

- critical thinking and problem solving
- innovation, creativity, and entrepreneurship
- learning to learn / self-awareness and self-directed
- collaboration
- communication
- global citizenship and sustainability
- foundation of literacy and numeracy

**WHAT we must  
accomplish**



## WHAT IS A MAKERSPACE?

It is a place for everyone, creative and not creative, to come and explore their passions using raw materials, tools, technology, repurposed items and imagination. People can work individually or collaboratively, using technology and/or drawing on the collective wisdom of those in the room to help achieve their goal in a Maker Space.

## BHS MAKERSPACE



WORKSTATIONS/TECHNOLOGIES:

**WORKSTATIONS...**

3D PRINTING  
MICROCONTROLLERS  
ROBOTICS

SILK SCREENING  
RETRO ARCADE  
RASPBERRY PI

UNDERWATER ROBOTICS  
VINYL CUTTING  
VIRTUAL REALITY

MAKE ELECTRONICS  
HEAT PRESS  
BUTTON MAKING

**TECHNOLOGIES...**

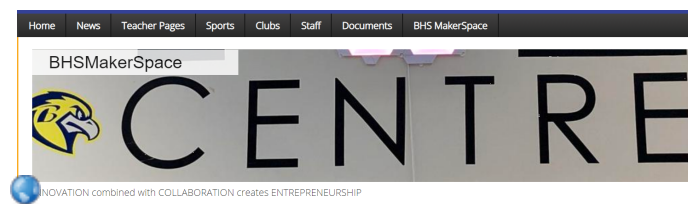
HAB  
RETROPIE ARCADE  
MINTI PI  
RASPBERRY PI  
PI SENSEHAT  
ARDUINO  
IPADS

OPENROV  
MATE ROV  
PHANTOM 3 DRONE  
HUBSAN DRONE  
PARROT DRONE  
OCULUS RIFT TOUCH  
MAKE KITS

GOPRO HERO 3  
GOPRO SESSION  
360FLY  
SPHERO  
MBOTS  
LEGO ROBOTICS  
REDBOTS

MAKEY MAKEY  
MICRO:BIT  
ADAFRUIT WEARABLES  
YETI PODCAST  
SILOUETTE CAMEO  
HEAT PRESS  
SILK SCREENING

## BHS MakerSpace Tab



- Lessons online.
- Links videos & pictures.
- Links to relevant websites.
- Showcase progress of project.



Coop (MAKE) 120 TechPoint Inventory  
 PASS IN EACH TIME YOU COMPLETE AN ACTIVITY.  
 Make sure to state the date and choose category!  
**TechPoint Inventory.doc**

**CATEGORIES...**  
**P – Promotion of Technology**  
**E – Exploration of Technology**  
**A – Application of Technology**



NAME: \_\_\_\_\_

Date [m/d]	Activity/Product Description	CATEGORIES [P / E / A]	Possible Points	Assigned Points	Complete
---------------	------------------------------	---------------------------	--------------------	--------------------	----------

**Coop (MAKE) 120 TechPoint Ideas**

<b>Promotion</b>	<b>Exploration</b>	<b>Application</b>
Signup & shoutout on Twitter/Instagram (5)	MakerSpace Lunch/Afterschool (5/half hour)	Mentor students not in our class (5/half hour)
Create & contribute on YouTube Channel (5)	Complete a TinkerCad tutorial (5) – max of 4	Work in MakerSpace after hours (5/half hour)
Showcase previous tech skills (5 + more)	Complete Hour of Code (5) – max of 4	MakerSpace Tech in another course (10 + more)
Volunteer at a community event (5/half hour)	Submit an entry for Brilliant Labs (5 + more)	Participate in Scratch Coding Competition (15)
Volunteer at a school event (5/half hour)	Create a PowerPoint explaining tech topic (10)	Deliver PD to teachers (25)
Create a promo video (10)	Organize a guest speaker (20)	Teach lesson with elementary/middle school (25)
Support a community event with tech (10)	Brilliant Labs Challenge (25)	Submit a STEM Fair / Discover project (50)
<b>NOTE...</b>		
<b>Be sure to discuss any other ideas with Mr. Hallihan and I am sure we can come up with an agreement for TechPoints!</b>		

## Community Spirit... #TechPoint Opportunities!



## Attachments

---

TechPoint Inventory.doc