

KINDERGARTEN TO GRADE 7 ACTIVITIES AND IDEAS

	ACTIVITY	DESCRIPTION
Community Event Ideas	Explore Maker Culture	The maker culture is a contemporary culture or subculture representing a technology-based extension of DIY culture . Typical interests enjoyed by the maker culture include engineering-oriented pursuits such as electronics , robotics , 3-D printing , and the use of CNC tools, as well as more traditional activities such as metalworking , woodworking , and traditional arts and crafts . The subculture stresses new and unique applications of technologies , and encourages invention and prototyping. ^[1] There is a strong focus on using and learning practical skills and applying them creatively.
	Maker Days	Invite speakers or educators who can share how students can: <ul style="list-style-type: none"> • Meet, interact, and converse with individual Makers, who are sharing their unique passions • Become exposed to all areas of the applied skills subject areas that all involve “making” • Experience a live performance or demonstration • Engage in a hands-on project or activity, resulting in a product to take home • Work on a collaborative project or share experiences with other students, teachers, Makers, or members of the community • 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
	Fashion Machine See Project Description and TourRider and fees	Contact: Jenny Ambrose, Owner, The Makehouse jenny@themakehouse.ca (also see workshop activities located under “Workshop/Skill Development Ideas”)
	MakerKids	A resource for introducing Maker culture into the elementary grades
	Do-it-Yourself (DIY) days	DIY Days is where the accessibility of ideas, resources and networking can enable creators to fund, create, distribute and sustain.
	Outreach pro-d day (regional business)	School District contact local/regional businesses to collaborate on an activity.

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Miscellaneous Ideas	Discover Trades <ul style="list-style-type: none"> Discover Trades BC is an initiative funded by the BC Government to help provide easy access for secondary students to the many educational opportunities available to them in trades training. BC offers a wealth of programs & training options to give BC students the skills they need to lead exciting and rewarding careers. Students, parents and educators can discover these opportunities here. 	Educator materials (including Blackline Masters for customization) are available here for Grades 4 & 5 , along with Grades 6 & 7
	Yes2IT Participation <ul style="list-style-type: none"> YES 2 IT (Youth Exploring Skills to Industry Training) is a joint initiative between ITA and the Ministry of Education. It is funding for projects designed to increase awareness of the trades. It targets younger students (grades 6-9), as well as their parents, employers, educators and communities. 	Contact: Lisa Ayton ITA Layton@itabc.ca
Workshops/Skill Development Ideas	Discover Trades	There are a number of workshops available for Grades 4 to 10 educators that introduce the Trades and how to incorporate this learning into the classroom. See Discover Trades BC Workshops Contact information available on Discover Trades BC Workshops website
	ITA (Industry Training and Authority) Youth Day – November 20, 2013	This annual event allows schools to discuss and showcase their experiences with ITA’s trades, training programs for young people. Contact: Erin Johnson, manager, Labour Supply Initiatives ejohnston@itabc.ca

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<p>Workshops/Skill Development Ideas</p>	<p>MOBILE MAKEHOUSE - MAKE * CREATE * FABRICATE</p> <ul style="list-style-type: none"> • <i>All activities can be tailored to suit age and ability</i> 	<p>MOBILE MAKEHOUSE is designed to inspire and educate young people about the world of design, sewing and fashion. This new initiative is brought to you by Jenny Ambrose (founder of The Makehouse) and her army of makers. Jenny brings nearly 15 years of sewing experience through many angles of the fashion industry including design, alterations/tailoring, manufacturing, wholesale, retail, fashion shows, photo-shoots, teaching / mentoring and marketing / PR. The following presentations and workshops can be tailored to suit different timeframes and age groups. Jenny is able to bring portable sewing machines out to schools that do not have a sewing room.</p> <p>ECO-FASHION - Learn the dark and bright sides of the fashion industry in a workshop designed to get you thinking about where and how clothing is made. Students bring in pieces of clothing from home (that they no longer wear) to be upcycled (re-cut designed & styled) in a hands on workshop.</p> <ul style="list-style-type: none"> • Schools may go a step further and participate in FASHION MACHINE See Project Description and TourRider or a live upcycling challenge - students vs students or students vs teachers <p>CREATIVE ENTREPRENEURSHIP - Learn about the journey through self-employment and the reasons why so many people are choosing to work for themselves. Follow the journey of a young designer's dream to set up a fashion label with big ideas and limited funding. This workshop gets students thinking about what kind of business they might set up, what the challenges might be and how they might get started.</p> <p>MAKE DO AND MEND - Why do we send so much clothing to landfill? Whatever happened to making long lasting clothing and repairing pieces we care about? Learn about the importance of quality. Students bring clothing from home to mend, hem or repair in a hands-on workshop.</p>

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Workshops/Skill Development Ideas	<p>MOBILE MAKEHOUSE - MAKE * CREATE * FABRICATE (Continued)</p> <ul style="list-style-type: none"> <i>All activities can be tailored to suit age and ability</i> 	<p>MAKE ME - I-Phone cases, makeup bags, doll making, sock pets, needle-felting creatures or accessories, pin cushions, tote bags, hair fascinators, headbands, fabric corsages, jewellery, bunting (fabric garland), fabric painting, neck tie or bow tie, cushions, selected underwear, swimwear & clothing.</p> <p>MAKE SEASONAL (includes, but not limited to)</p> <ul style="list-style-type: none"> <u>Halloween</u>: costumes making, mask making <u>Christmas</u>: stockings, winter warmers, holiday bunting, wall hangings, needle felt Santas <u>Valentine's Day</u>: heart-shaped pillow, fuzzy needlefelt hearts, heart printing <u>Mother's Day</u>: make-up bags, personalized cushions, wrist pin cushions, sewing kits, aprons <u>Father's Day</u>: neck bow tie or tie, BBQ aprons <p>MOOD BOARDS - Students dip their toes in creating mood boards for fashion (the early part of many designers creative process) through drawing, writing, collage, mini sample making & photography.</p> <p>FASHION SHOOT - Students get the chance to work on a fashion shoot (with a professional photographer) in teams made up entirely of students apart from the photographer. Each team will require a model, makeup artist, hair stylist, wardrobe stylist, assistants & creative director.</p> <p>Contact: Jenny Ambrose, Owner, The Makehouse jenny@themakehouse.ca The Makehouse Tweets The Makehouse Facebook</p>

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Workshops/Skill Development Ideas	Tech Ed Teacher provide workshops for elementary teachers (modify a lesson)	School districts make arrangements between schools.
	District Career Coordinators facilitate school conversations around curriculum	Contact your school district Career Coordinator.
	Play (<i>Primary grades</i>)	Play-based exploration and inquiry, with hands-on activities that engage all the senses <ul style="list-style-type: none"> • blocks, sand, or water: supports learning the basis of logical and mathematical thinking, scientific reasoning, and cognitive problem solving • dramatic play: re-contextualizes learning from personal experience or listening to stories • symbolic play using literacy materials: helps deepen children’s understanding of the nature and purposes of written language • group-play activities: building relationships, combining ideas, compromising, developing oral narratives, and learning to take the perspective of others — key elements of social competence, creative thinking, imagination, and emerging literacy.
	Provide hands on materials (<i>Primary grades</i>)	Encourages children to use their imagination. Visual arts materials and found materials such as sticks, cloth, boxes, etc. enhance children’s learning through play. Loose parts — anything that can be moved around, carried, rolled, piled, or combined, such as wood, containers, shapes, and so on — foster creativity and problem solving.
	Use a project approach with open-ended activities (<i>Primary grades</i>)	Provides deeper exploration of topics related both to the curriculum and emergent curriculum which is based on children’s interests. Projects provide numerous opportunities for children to practise observing, estimating, identifying, labelling, categorizing, classifying, and reflecting on new discoveries in order to make sense of the world.
	Go outside (<i>Primary grades</i>)	Natural environments provide a perfect setting for children’s holistic learning. School grounds, parks, farms, beaches, and forests offer virtually unlimited potential for supporting children’s development through play and exploration For Primary grade skill development, contact: Janine Fraser, President BC Primary Teacher’s Association janine.fraser@sd51.bc.ca