



Creating a Maker-Space Mentality: Playing to a Deeper Thinking

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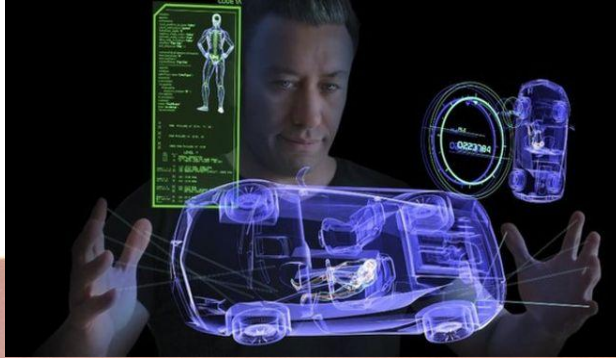
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The Steward School

NCTM Conference
April 5-8, 2017

Introductions

http://ichef.bbci.co.uk/news/660/media/images/77220000/jpg_77220842_77220838.jpg



found in www.automobile-catalog.com



<http://home.howstuffworks.com/washer.htm>

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First Thoughts?

Mean, Median, Mode with cards

Spaghetti Art

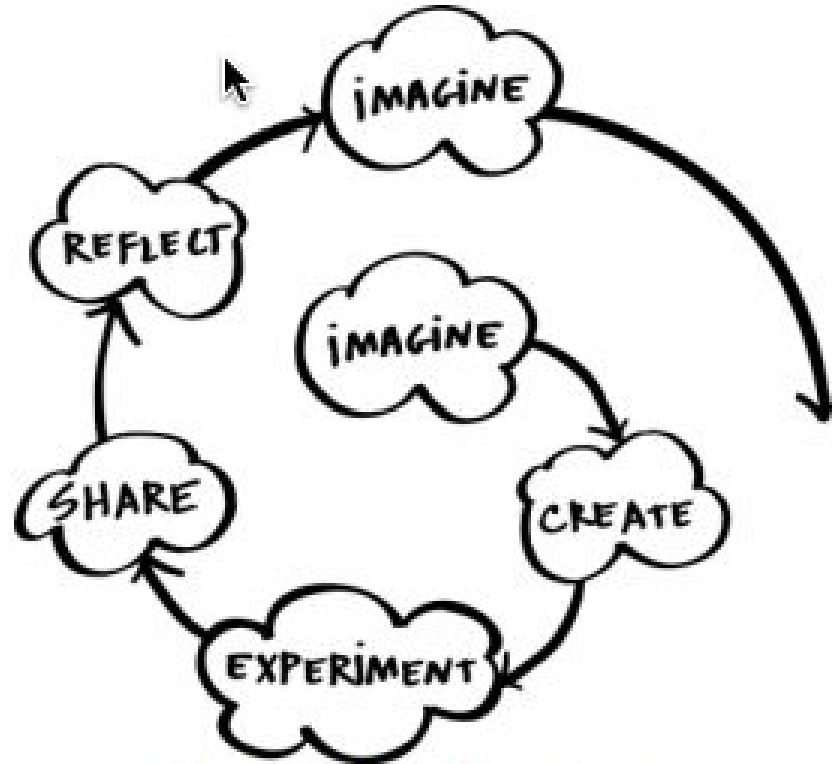
Tongue Rolling Sticky Notes

Play Dough Modeling



Goal of Maker-Space ↑ Design Thinking

Mentality

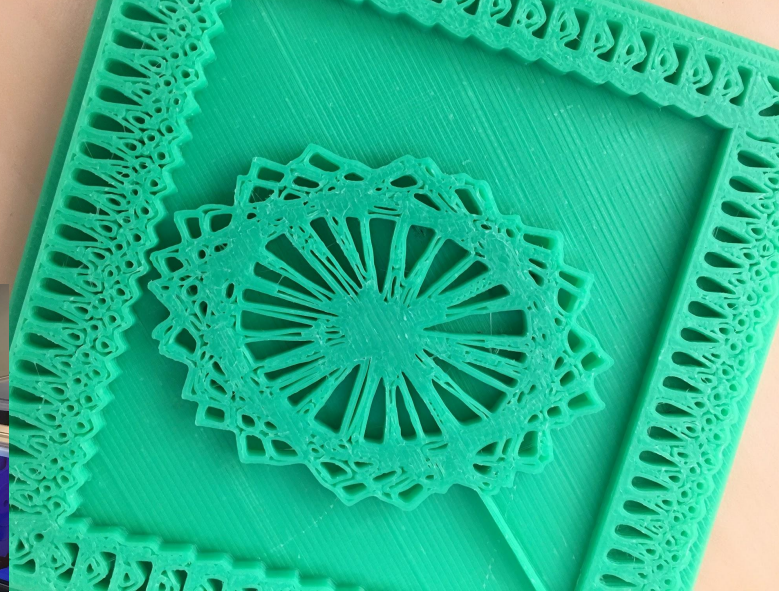
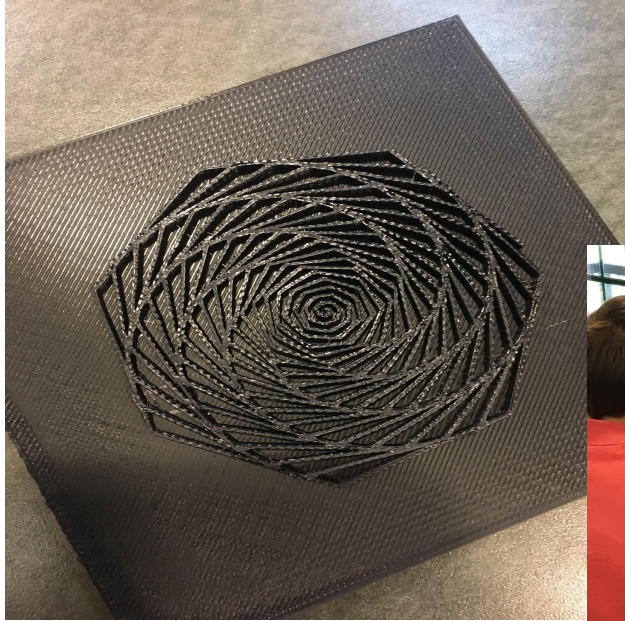




We created space
to play by...
...using
makey-makeys to
power voter boxes
(Statistics)

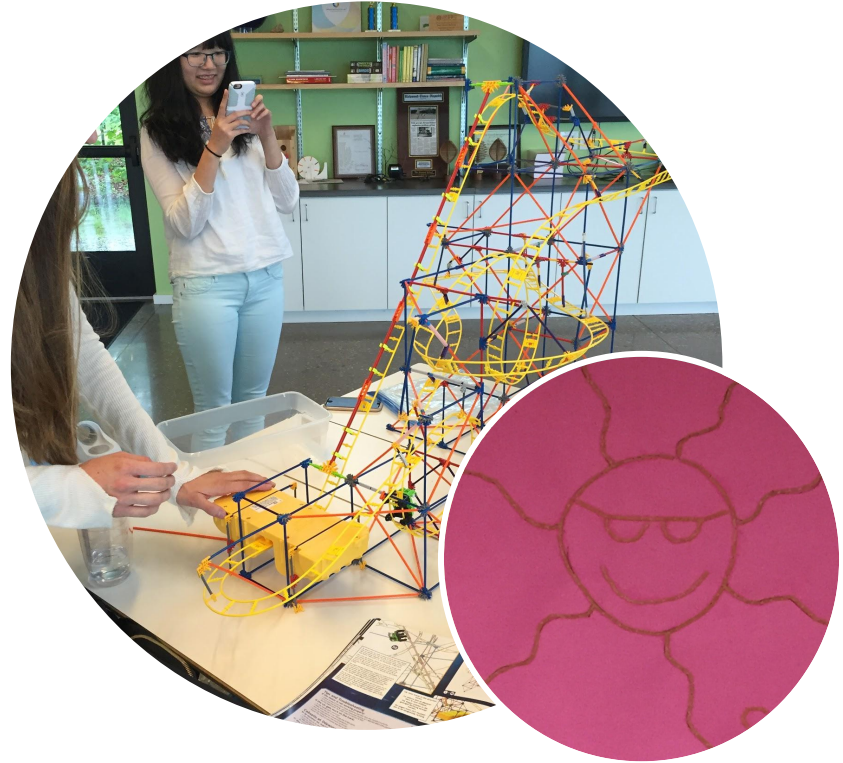


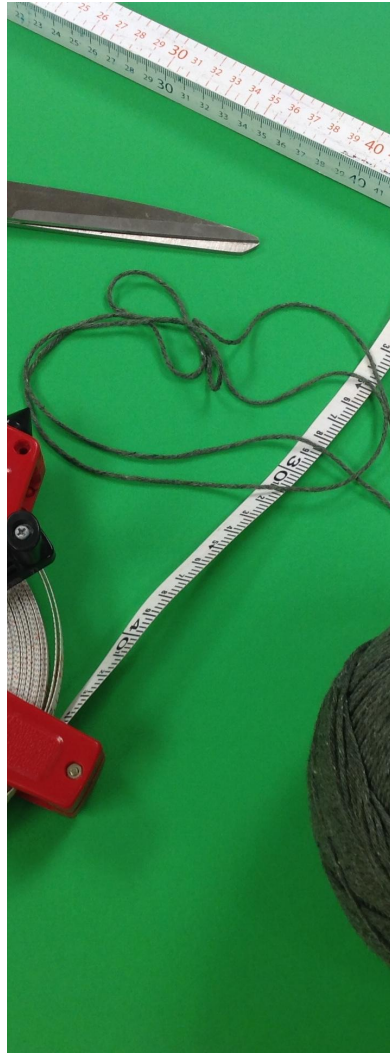
We created space to play by...
... using Scratch 2.0 and 3D printing (geometry)



We created space to play by...

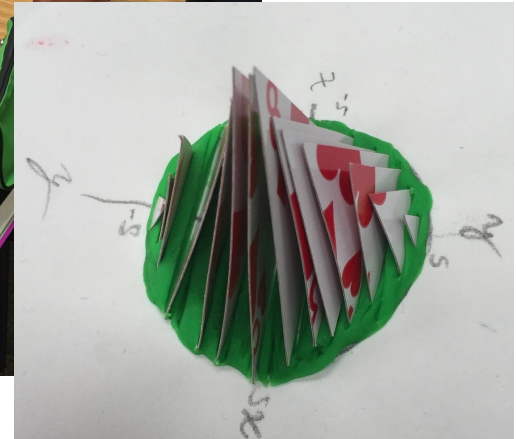
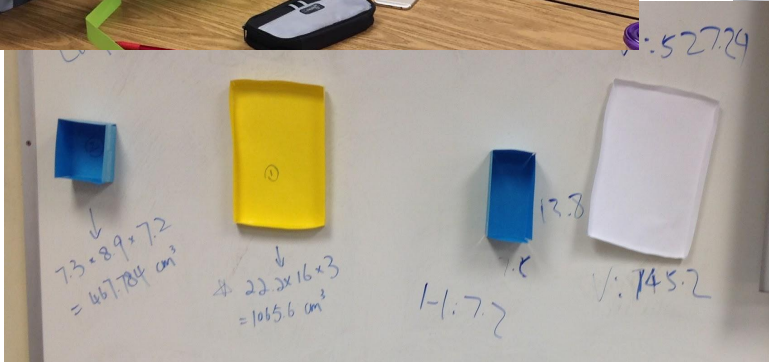
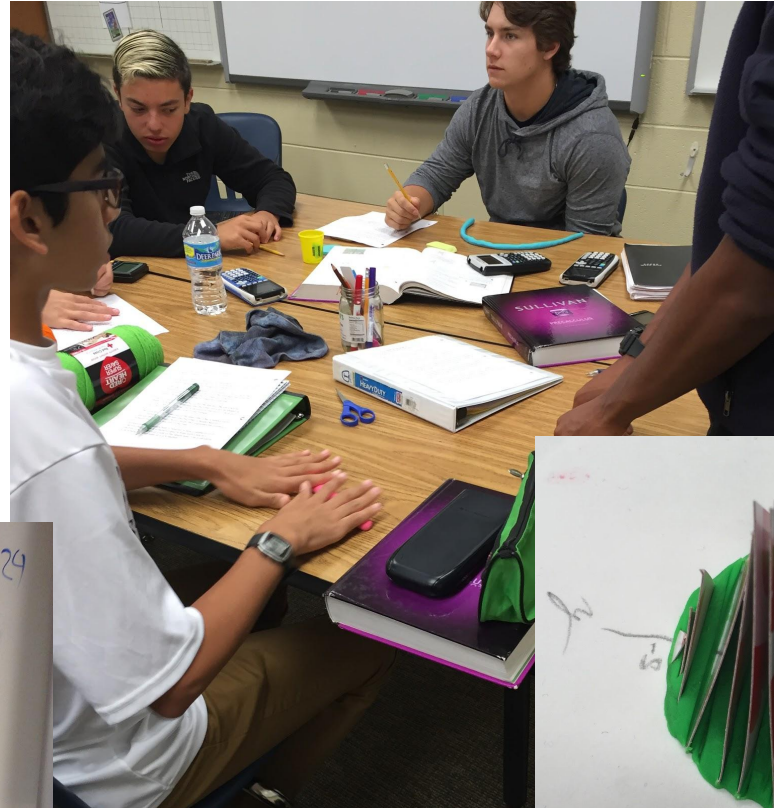
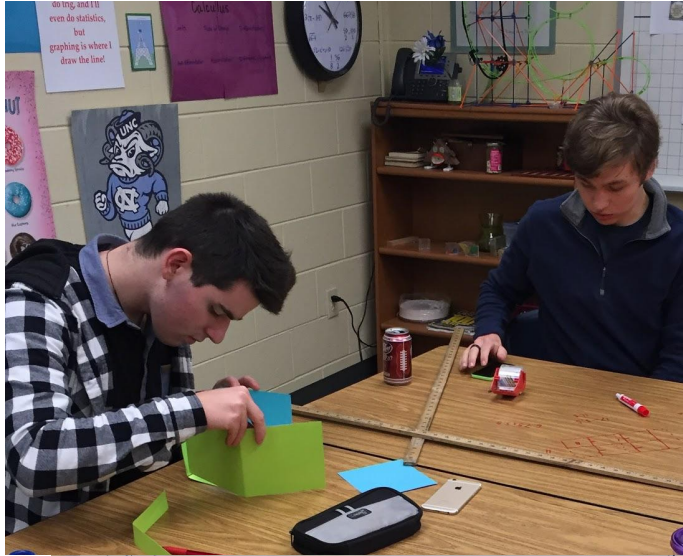
... Roller Coaster Projects (NCTM journal) and Spaghetti Art (Calculus)





We created
space to play
by...
... Measuring
Slope (Algebra 1)

We created space to play by...
...modeling with paper and play dough (Algebra 2, Precal, and Calculus)





We created space to play by...
... building a ramp in the neighborhood (Algebra 1 & 2)

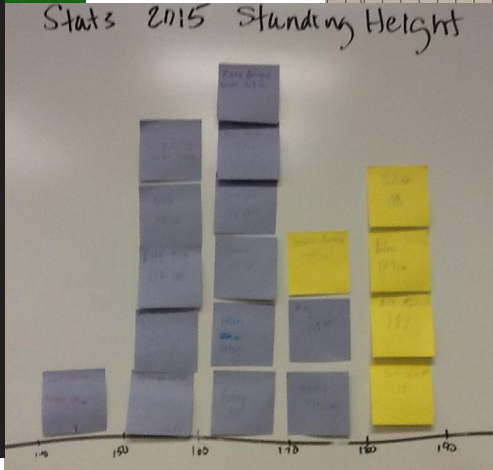
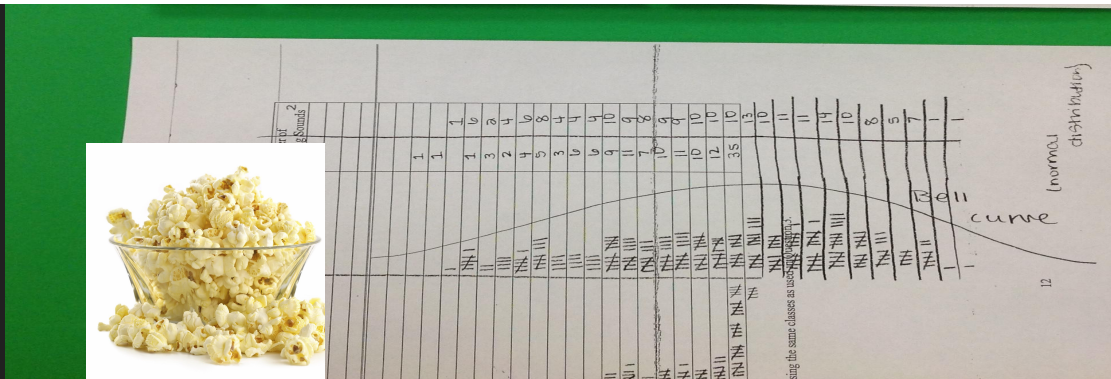


Intermediate Thoughts?

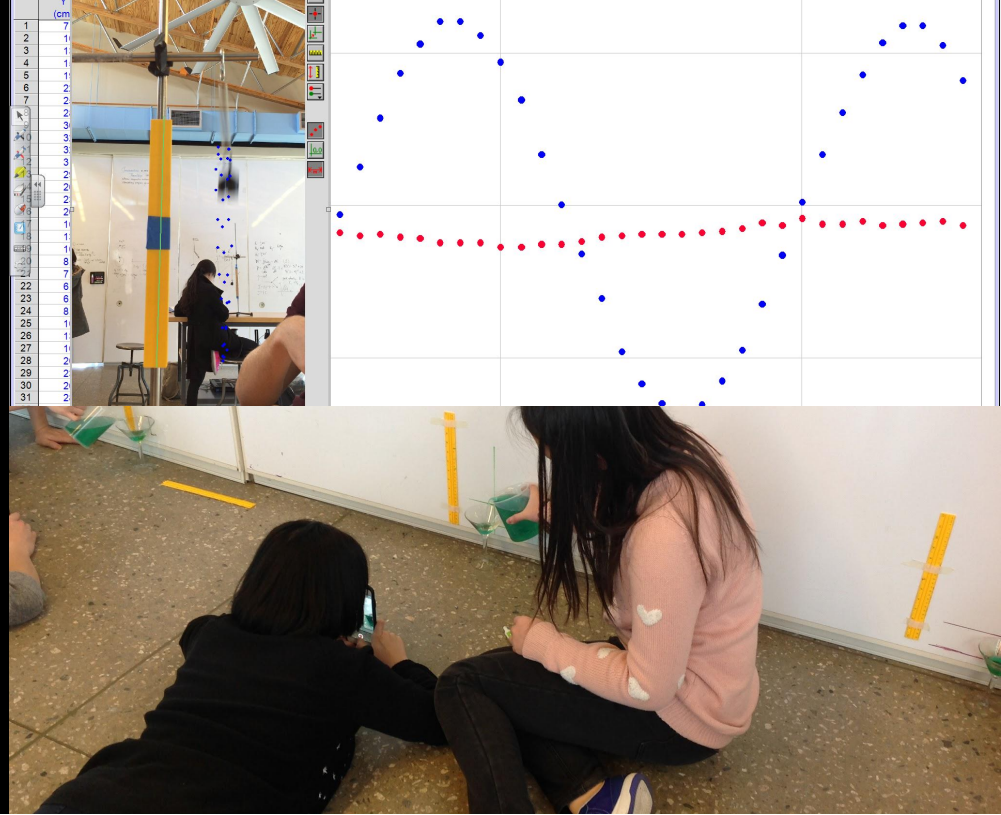
What can you do?

(function activity, sticky note histograms, unit circle
cake walk)

We created space
to play by...
... creating our own
data
(Statistics)



We created space to
play by...
... creating our own
data (precalculus,
calculus)



Logger Pro and Video Physics

We created space to play by...
... incorporating games and activities



Statistics Carnival

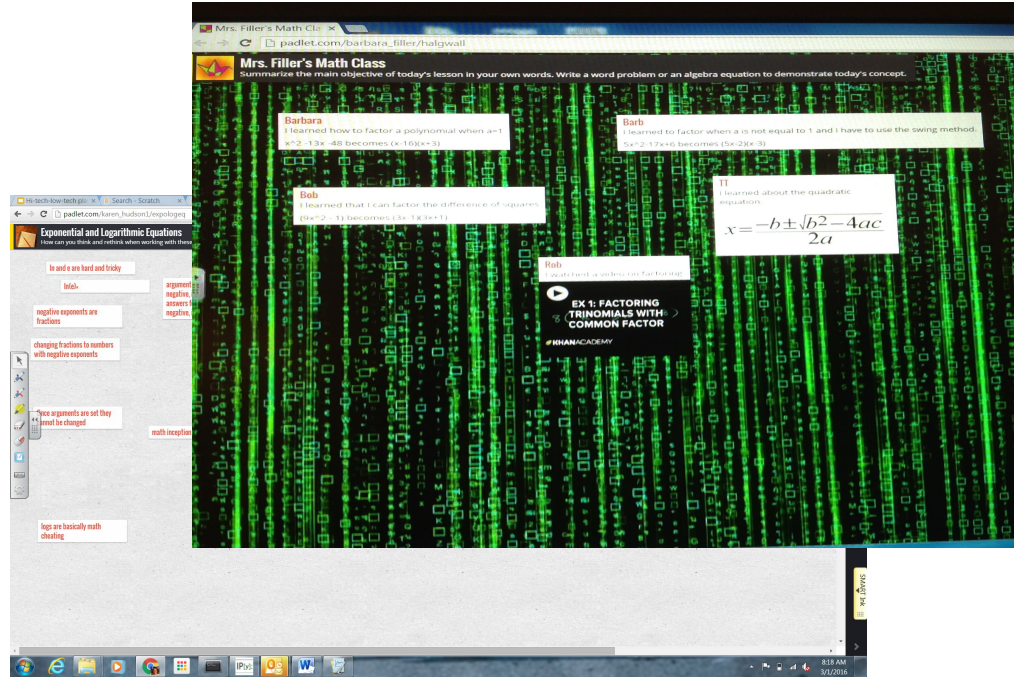


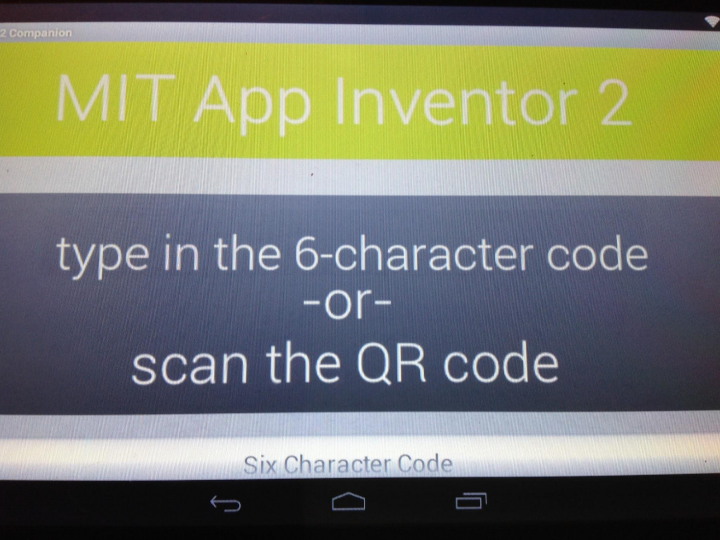
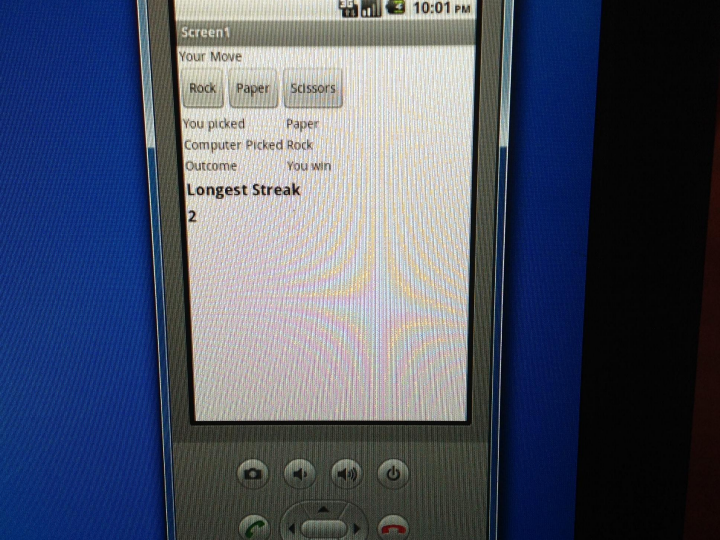
We created space to play through...
... technology like Padlet and VideoNot.es (flip classroom)



VideoNot.es

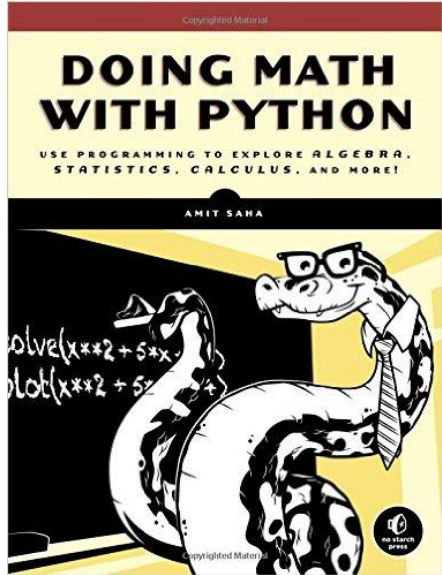
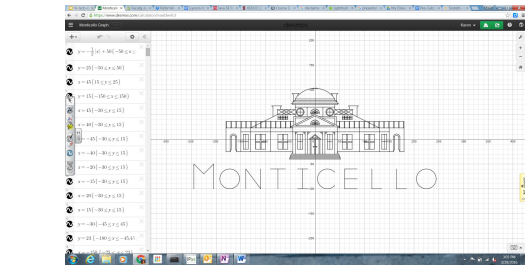
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We created space
to play through...
... technology like
MIT App Inventor

(function family graphing, creating surveys, geometry projects, quadratics coding challenge)



Connections to curriculum objectives:

Common Core goals of Mathematical Practices

1. Make sense of problems and persevere in solving them.
2. Reason abstractly and quantitatively.
3. Construct viable arguments and critique the reasoning of others.
4. Model with mathematics.
5. Use appropriate tools strategically.
6. Attend to precision.
7. Look for and make use of structure.
8. Look for and express regularity in repeated reasoning.



Questions

Resources

Makey-Makey resources: <http://www.makeymakey.com/>

Scratch Programming: <https://scratch.mit.edu/>

VideoNot.es: <http://www.videonot.es/>

Padlet used for collaboration: <https://padlet.com/>

Logger Pro® : Vernier Software & Technology: www.vernier.com

MIT App Inventor: <http://appinventor.mit.edu/explore/>

Rock, Paper, Scissors tutorial: <https://awoodbridge.wikispaces.com/file/view/AND.RPS+Update.pdf>

American Statistics Association - resources for educators: <http://www.amstat.org/education/stew/index.cfm>

Codecademy:Learn to code: <https://www.codecademy.com/>

Python Monkey Lords: <https://www.youtube.com/watch?v=RC5GeZIOZaU&list=PL7B50A021C2B4B28E>

More resources:

Physics/math lesson <http://makeymakey.com/lessons/distance-rate-time-lesson/>

Word problem posters <http://makeymakey.com/lessons/interactive-word-problem-lesson/>

Colleen Graves maker space resources and programming ideas
<https://colleengraves.org/makerspace-resources-and-programming-ideas/>

3-d Printing <https://www.simonsfoundation.org/multimedia/3-d-printing-of-mathematical-models/>

MakerSpace for Education <http://www.makerspaceforeducation.com/makey-makey.html>

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

It Looks Like Fun, But Are They Learning?
<https://www.exploratorium.edu/sites/default/files/pdfs/PetrichWilkinsonBevan-2013-ItLooksLikeFun.pdf>

Learning Through STEM-Rich Tinkering: Findings From a Jointly Negotiated Research Project Taken Up in Practice
<http://onlinelibrary.wiley.com/store/10.1002/sce.21151/asset/sce21151.pdf;jsessionid=9715020372A82461DC59DD7EE5B1729C.f03t04?v=1&t=izhrzrno&s=9e7d824b69012df7747ff5a052bdfef881211a41>

Social Learning Theory and Developmental Psychology: The Legacies of Robert Sears and Albert Bandura
<http://psy.cmu.edu/~siegle/35grusec92.pdf>

Maker Mindset: Dale Dougherty <https://llk.media.mit.edu/courses/readings/maker-mindset.pdf>

Even more resources

Blogs we've found helpful so far:

- Square Root Of Negative One Teach Math
- Continuous Everywhere But Differentiable Nowhere

Books:

- Functions Into Practice 9-12 (NCTM)
- Doing Math With Python by Amit Saha



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