



Make and Take

Maker projects are even more exciting and relevant when students get to take their projects home: either to keep them for themselves or to give as gifts.

Often, Maker spaces are filled with reusable supplies such as littleBits, Arduinos, and LEGOs, with projects eventually taken apart to make way for new ones. While it would be great to let students take home these projects, it's unrealistic considering a typical school's budget for resources.

Many Maker teachers are mixing up their Maker curriculum to include projects and activities using more affordable resources so that students can both learn STEAM concepts while occasionally taking home their projects to keep and share. These types of projects tend to be more "craft" oriented, involving sewing, soldering, weaving, beading, paper or wearable circuits, recycled materials and, of course, anything involving cardboard. The key is to have a variety of affordable, consumable materials on hand. Many of these supplies can be sourced through donations and [DonorsChoose](#) projects.

Allowing students to take projects home is a powerful way of involving parents in their children's Maker education. Along with posting projects on a school's social media accounting, allowing students to occasionally take projects home starts some meaningful conversations with parents about creativity and helps to bring parents on board with the curriculum, turning them into Maker advocates. Having a "Make and Take" station at a school Maker Fair is another powerful tool for getting students "making" alongside their parents and siblings.