
Additional Maker Briefs

Once you have completed these the first three activities, use the same Maker design process to try out one or more of the activities listed below.

1. Go Make a Table Top Game

Games can help people make new friends, communicate and share new ideas, and just have fun together. Some examples include mini sports games, problem-solving puzzles, and games that can help you remember the things you have learned in class today.

2. Go Make a Drawing Machine

We are surrounded by mechanisms and machines that can draw diagrams or print pictures. These devices are often used for drawing repeated patterns and creating abstract art.

3. Go Make a Wearable

Wearables, or wearable technology, is being used more and more in everyday life. We see wearable technology in the form of health monitors, mind-controlled and gesture-controlled devices, invisibles, VR headsets, and smart watches that can pay for your shopping or even reveal your flight boarding pass! These are just a few of the many products that already exist.