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## 5. Additional Maker Briefs

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

### 1. 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. 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. 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.