#### WEBSITES

# P are core social values

#### a. Imagination Foundation

Helps imagine a world where creativity and entrepreneurship are core social values i. <u>http://imagination.org/</u>

#### b. LA Makerspace

Educators and non-educators alike can learn more about maker learning styles here. i. <u>https://lamakerspace.org/</u>

c. Exploratorium's The Tinkering Studio

Simple DIY projects that incorporate STEAM/upcycled material models.

https://tinkering.exploratorium.edu/projects

#### d. Curiosity Machine

Contains an array of science projects for all ranges of maker experiences.

i https://www.curiositymachine.org/challenges/

#### e. Instructables:

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Open source website, with DIY projects from across the world!

i. <u>https://www.instructables.com/</u>

#### f. eHow:

DIY resource website-models and miniatures specifically has STEAM Carnival relevant activities. i. <u>https://www.ehow.com/crafts/models-miniatures/</u>

#### g. Thingiverse:

Website filled with open source 3D print models.

i. <u>https://www.thingiverse.com/explore/popular</u>

#### h. Github:

Website with all the code you could ever dream of! Helpful for more advanced Arduino- and Raspberry Pi-based projects.

i. <u>https://github.com/</u>

#### BOOKS

#### a. "The Art of Tinkering"

- i. Karen WIlkinson & Mike Petrich
- ii. 150+makers share the stories behind their bold, beautiful work

#### b. "20 Makey Makey Projects for the Evil Genius"

- i. Colleen Graves and Aaron Graves
- ii. Easy to follow guide features 20 fun, innovative projects that clearly teach you how to dream up and build your own cool inventions.

#### c. "Meaningful Making"

- i. Paulo Blikstein, Sylvia Libow Martinez, Heather Allen Pang
- ii. Fablab Fellows share inspirational ideas from their learning spaces, assessment strategies and recommended progrect across a broad range of age levels

#### d. "The Big Book of Makerspace Projects"

- i. Colleen Graves and Aaron Graves
- ii. Features dozens of DIY, low-cost projects that arm you with the skills necessary to dream up and build your own creations.

## ADDITIONAL PROJECT RESOURCES

### WEBSITES, BOOKS, ETC.

Provided are additional project resources to further supplement project-based learning. It is our hopes that educators and students alike will use this book as a jumping off point and be inspired to explore other resources beyond these pages.

This playbook is just one resource among a plethora of others that continue to be more and more accessible during the powerful information age in which we currently live.

Check out the websites and books listed to help create a more robust learning experience, and help facilitate STEAM inquiry. It is by sharing resources that we hope to foster a creative community, develop a maker-mindset, and facilitate connections between other reservoirs of critical thought.

Thank You!





INVENTING INSPIRATION

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