

INVENT TO LEARN: Makers in the Classroom

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The last decade has been a dark period for many schools. Emphasis on high-stakes standardized testing, de-professionalizing teachers, and relying on data rather than teacher expertise has created classrooms that are increasingly devoid of play, rich materials, and the time to engage in meaningful projects.

What's more, the national rhetoric about the importance of STEM (Science, Technology, Engineering, and Math) subjects has sadly, for many schools, not been reflected in a revitalization of science or math curriculum.

Fortunately, there's a technological and creative revolution underway that may change everything—the Maker Movement.

Amazing new tools, materials, and skills turn us all into makers. Using technology to make, repair, or customize things we need brings engineering, design, and computer science to the masses. Hundreds of thousands of adults and children are frequenting Maker Faires, hackerspaces, and DIY (Do-It-Yourself) websites. A growing library of literature inspires learners to seize control of their world.

Online communities serve as the hub of a digital learning commons, allowing people to

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