**Hosting a Maker Day**

**Celebrating The Best Gifts of Humanity: The Ability to Think Wisely and Tinker Creatively and Share Generously**

A Maker Day, as conceptualized and supported by this resource, is an immersive professional development event. It is a facilitated event that ***requires*** participants to thoughtfully and fully engage in *design thinking* and creative *problem finding*. At the heart of the day is the Maker ethos which "values learning through direct experience and the intellectual and social benefits that accrue from creating something shareable" (Martinez & Stager, 2013)[[1]](#footnote-1). We know that it is hard to share meaningfully things that we have not experienced deeply. If educators, or others, are to share the Maker Movement with their students or friends, we believe a full day Maker Day experience is an essential first step to help them feel confident and “own” the ideas.

The purpose of a Maker Day is to introduce participants to the Maker Movement, focusing on four distinct yet related elements:

* Design thinking
* Design challenge
* Design solution through collaborative prototyping
* Group reflection process

A Maker Day is **NOT** the same thing as a Maker Faire, which is celebration of the “arts, crafts, engineering, science projects and the Do-It-Yourself ([DIY](http://en.wikipedia.org/wiki/DIY)) mindset" (<http://en.wikipedia.org/wiki/Maker_Faire>). Nor is it a Maker or hacker Space that is a “community-operated workspace where people with common interests, often in computers, technology, science, digital art or electronic art, can meet, socialize and/or collaborate” (<http://en.wikipedia.org/wiki/Hackerspace>).

The goal of the day is to encourage participants to experience making and tinkering through design thinking and hands-on activities. As part of the day’s agenda, participants are introduced to Design Thinking, Inquiry, Making and Experiential Learning through small group engagement with a pre-designed kit of tools and materials, supplemented by a pantry of extra materials.

This resource is provided to help you host your own Maker Day. Members of the Innovative Learning Centre (ILC) at the Faculty of Education, University of British Columbia Okanagan Campus, developed the materials. They were piloted and tested at Maker Day (November) 2013 where 80 educators gathered to experience Making. Since then, we have facilitated six Maker Days and engaged over 400 participants. Each event has helped us to refine our approach and modify our Toolkit. These days would not have been possible without the generous and helpful support from the [Industry Training Authority BC (ITA)](http://www.itabc.ca/events/maker-day) and the [Women In Trades Program at Okanagan College](http://www.okanagan.bc.ca/Page19415.aspx).

We welcome all feedback and suggestions for improvement! Please let us know how your Maker event goes and whether other resources are needed.

Susan Crichton, Director Innovative Learning Centre, ilc.ubco@ubc.ca

1. Martinez, S. & Stager, G. (2013). *Invent to Learn:* Making, tinkering, and engineering in the classroom. Torrance, CA: Constructing Modern Knowledge Press*.*  [↑](#footnote-ref-1)