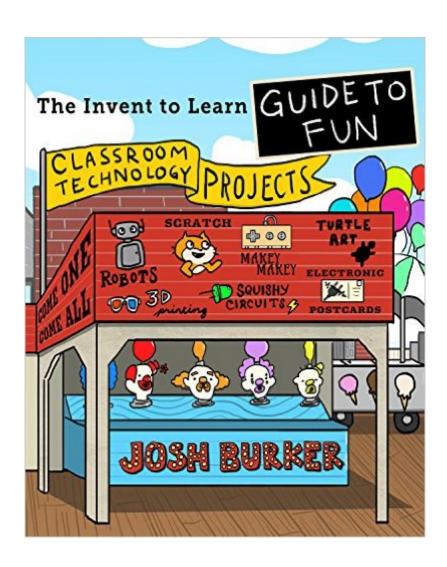
The book was found

The Invent To Learn Guide To Fun





Synopsis

The Invent To Learn Guide to Fun features an assortment of insanely clever classroom-tested "maker" projects for learners of all ages. Josh Burker kicks classroom learning-by-making up a notch with step-by-step instructions, full-color photos, open-ended challenges, and sample code. Learn to paint with light, make your own "Operation Game," sew interactive stuffed creatures, build "Rube Goldberg" machines, design artbots, produce mathematically generated mosaic tiles, program adventure games, and more! Your MaKey MaKey, LEGO, old computer, recycled junk, and 3D printer will be put to good use in these fun and educational projects. With The Invent To Learn Guide to Fun in hand, kids, parents, and teachers are invited to embark on an exciting and fun learning adventure!

Book Information

Paperback: 140 pages

Publisher: Constructing Modern Knowledge Press (May 7, 2015)

Language: English

ISBN-10: 0989151182

ISBN-13: 978-0989151184

Product Dimensions: 8 x 0.4 x 10 inches

Shipping Weight: 14.4 ounces (View shipping rates and policies)

Average Customer Review: 5.0 out of 5 stars Â See all reviews (5 customer reviews)

Best Sellers Rank: #104,707 in Books (See Top 100 in Books) #28 in Books > Education &

Teaching > Schools & Teaching > Curriculum & Lesson Plans > STEM Education #43 in Books >

Science & Math > Experiments, Instruments & Measurement > Experiments & Projects #104

in Books > Crafts, Hobbies & Home > Crafts & Hobbies > Crafts for Children

Customer Reviews

If you are starting a STEAM program or MakerSpace in schools or in the community for K-12 aged youth, this is the one book you should buy! We at Boston's Learn 2 Teach, Teach 2 Learn have used these activities and they are tried and true for engaging the youth in the creative possibilities of making and STEM. The activities can be easily remixed to differentiate for the ages you are working with and the community contexts you are working in. For instance, I work with mainly low income youth of color and have been able to adapt so many of them with great results. Josh's explanations and directions are wonderful. Since we received this book a month ago, our youth teachers and college mentors have been using it as a reference to help them design and remix many of the

activities they teach. Thank you Josh Burker, for this labor of love that helps us and will certainly help so many who are eager to get into making with the youth but don't know where to start! p.s follow josh on twitter @joshburker like I do to get previews of new cool activities and tools for making!

The Invent to Learn Guide to Fun Classroom Technology Projects by Josh Burker is an invaluable resource for elementary and middle school media and technology teachers and for adventurous parents of curious and creative children. Designed as a resource to support the burgeoning maker movement, which involves people of all ages, in and out of schools, Burker has provided detailed instructions for assembling and programming 14 starter projects ranging from squishy circuits, to â Âœartbotsâ Â• using Lego Wedo robotics kits, musical instruments, geometric ceramic tiles, animated postcards, to a complex â ÂœDungeon Crawl Adventure Game.â Â• Projects use inexpensive and readily available household materials, free software such as Scratch, TurtleArt, Tinker Cad and Glowdoodle, and technology equipment such as Makey-Makey boards, Lego kits and 3-D printers that many schools these days already have. The instructions are illustrated by hand drawn diagrams, and simple photographs that emphasize the informal and creative nature of the work. Teachers and librarians implementing maker spaces confront the challenge of encouraging students to be creative and adventurous, while building skills in programming and circuit building for real applications. Students come with a broad range of artistic and technological savvy. Guiding them over the hurdle from a creative idea to a working prototype can be daunting â Â" even for experienced teachers. This book will support students trying a new technology for the first time. More experienced students will be inspired by the book to jump in and try something new with very little instruction. Author Josh Burker is a parent and a teacher and knows what matters to support successful learning. If you are provisioning a maker space to expand your studentsâ Â™ creativity, this book is for you. If you are a parent whose children are into technology experimentation, get this book, create and enjoy! Dan and Molly Lynn Watt, authors of Learning With Logo and Teaching With Logo.

A MUST HAVE FOR ANY MAKER!! I love this book. Talk about a one stop shop to create and make a "Makerspace" come true. Mr Burker has given the educational community an awesome, fun, and hands on approach to the traditional boring classroom. This book can create those inspirational teaching moments when you truly see wonder and excitement in students faces! If you are a little hesitant about trying new ideas or activities in the classroom, this book will provide you relief. Its

broken up into color full pictures out lining every activity. It gives step by step directions that are very hard to mess up. There have been times i have given the book to students and they have no problem following along. The book even offers open ended challenges that are adaptable for any age group. One of the challenges in education is making activities fun and meaningful. Education is competing with video gaming, social networking, tutorial videos, online games and mobile devices, which kids naturally gravitate towards. However, by utilizing Josh Burker's THE INVENT TO LEARN GUIDE TO FUN, you can bring all of the excitement into the classroom, and hopefully, provide just as much fun as todays kid gadgets. If you are a classroom teacher, makerspace, hackerspace, STEM teacher, administrator, workshop organizer or just someone looking for some tinkering fun, then go get Josh Burker's book!!! Awesome job and I can't wait for more books with similar titles from him.

Great projects! A fun and educational approach to the fundamentals of science, computers and creativity. The Mr. Wizard for the next generation to guide them to their "yes!" moments.

Great book.

Download to continue reading...

The Invent To Learn Guide To Fun Learn Spanish Step by Step: Spanish Language Practical Guide for Beginners (Learn Spanish, Learn German, Learn French, Learn Italian) Learn French Step by Step: French Language Practical Guide for Beginners (Learn French, Learn Spanish, Learn Italian, Learn German) Invent It, Sell It, Bank It!: Make Your Million-Dollar Idea into a Reality Maker Lab: 28 Super Cool Projects: Build * Invent * Create * Discover Drive!: Henry Ford, George Selden, and the Race to Invent the Auto Age Friendship Bracelets 101: Fun to Make, Fun to Wear, Fun to Share (Can Do Crafts) Learn to Draw Sea Creatures: Step-by-step instructions for more than 25 ocean animals - 64 pages of drawing fun! Contains fun facts, guizzes, color photos, and much more! Learn to Draw Dinosaurs: Step-by-step instructions for more than 25 prehistoric creatures-64 pages of drawing fun! Contains fun facts, guizzes, color photos, and much more! Learn Japanese the Fast and Fun Way (Fast and Fun Way Series) JAVA: JAVA in 8 Hours, For Beginners, Learn Java Fast! A Smart Way to Learn Java, Plain & Simple, Learn JAVA Programming Language in Easy Steps, A Beginner's Guide, Start Coding Today! Kids Fun Songs - Learn To Play Recorder Pack Songs For Kids/Kids Songs/Movie Themes W/ (Learn & Play Recorder Pack) Draw in Perspective: Step by Step, Learn Easily How to Draw in Perspective (Drawing in Perspective, Perspective Drawing, How to Draw 3D, Drawing 3D, Learn to Draw 3D, Learn to Draw in Perspective) Learn to Draw Disney's

Enchanted Princesses: Learn to draw Ariel, Cinderella, Belle, Rapunzel, and all of your favorite Disney Princesses! (Licensed Learn to Draw) Learn to Draw Disney's Favorite Fairies: Learn to draw the magical world of Tinker Bell, Silver Mist, Rosetta, and all of your favorite Disney Fairies! (Licensed Learn to Draw) Learn to Draw Angry Birds: Learn to draw all of your favorite Angry Birds and Those Bad Piggies! (Licensed Learn to Draw) Learn to Draw Disney's The Little Mermaid: Learn to Draw Ariel, Sebastian, Flounder, Ursula, and Other Favorite Characters Step by Step! (Licensed Learn to Draw) Learn to Draw Disney Minnie & Daisy Best Friends Forever: Fabulous Fashions - Learn to draw Minnie, Daisy, and their favorite fashions and accessories - step by step! (Licensed Learn to Draw) Learn to Draw Angry Birds Space: Learn to draw all your favorite Angry Birds and those Bad Piggies-in Space! (Licensed Learn to Draw) Learn C# in One Day and Learn It Well: C# for Beginners with Hands-on Project (Learn Coding Fast with Hands-On Project) (Volume 3)

Dmca