

# MAKERKIDS®

## MAKERKIDS PROGRAM PACKAGE

If you are reading this, you have registered for a MakerKids program! Congrats. Some of our programs had 3 kids interested for every 1 spot available and were sold out a long time ago. Your child is in for a fun time. We wrote this guide to help give you all the info about our program that you need - and some additional reading in case it is of interest to you.

- Jennifer Turliuk, CEO, MakerKids

In this guide you can find the following:

- Page 1: About MakerKids
- Pages 2-3: A letter for MakerKids (good for parents to read too)
- Page 4: Logistics
  - When, where, etc
  - What to bring, plus info on laptops and Minecraft accounts
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  - Lunchtime park excursion info
- Page 7: Who We Are - Pics and bios of staff
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*“MakerKids came on my radar after Googling the game Minecraft, a game that my kids are very passionate about. What a lucky find! Every Thursday now my twin 9 year old boys play their favourite game with other fans in a safe, fun and welcoming atmosphere. The mandate that we are all “makers” and that creativity is the beginning of any great idea is apparent in the relaxed accepting vibe of the space and in the approach of the facilitators. Makers themselves, they seem to intuitively embrace and encourage what other classes and systems work so hard to repress. My boys flourish here and look forward to it every week. They show social skills improvement and more confidence since coming to MakerKids and finding their “tribe.” Happy children make me a happy and grateful mom. Thanks MakerKids (especially Brent) for creating programs for my quirky, “outside the box thinking” boys.”*

– Tammy

## CONTACT US



Website  
[www.makerkids.com](http://www.makerkids.com)



Phone  
647.400.7974



Facebook  
[/MakerKids](https://www.facebook.com/MakerKids)



Twitter  
[@MakerKids](https://twitter.com/MakerKids)

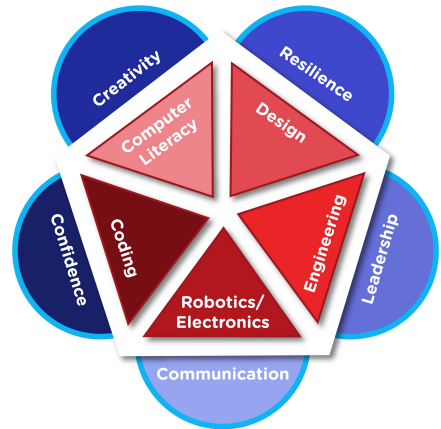


Email  
[info@makerkids.com](mailto:info@makerkids.com)

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## ABOUT MAKERKIDS

MakerKids ([www.makerkids.com](http://www.makerkids.com)) develops maker learning programs for kids and educators, and runs one of the only makerspaces for kids in the world. Our Board of Advisors includes Dale Dougherty (CEO of Maker Media, MAKE Magazine and Maker Faire) and Massimo Banzi (CEO of Arduino). We enable kids to build their ideas with real tools and materials; our goal is to inspire and empower kids to think, design, experiment and create.



## WHAT WE DO



### **Programs, Events & Birthday Parties**

We run camps, after-school programs, PA days, drop-ins, workshops, events, birthday parties and more at our makerspace for kids in Toronto, and beyond (at schools, libraries, etc). Topics include coding, robotics, and Minecraft.



### **Activity Guide & Curriculum Development**

We have developed activity modules for clients like Intel and 3D Systems.



### **Professional Development**

We train staff from organizations such as the Toronto Public Library and have spoken at [MakerCon New York](#), [Maker Faire Rome](#), etc.

## FEATURED BY



## PARTNERS



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## Welcome letter for MakerKids - YOU ARE A MAKER KID!

Dear MakerKid,

Welcome to MakerKids! We are so excited that you are coming to our camp. We are going to have so much fun.

Have you ever been to a makerspace before? Do you know what happens at makerspaces? It's a place for makers. What is a maker? Someone who makes things. We make all sorts of stuff - and so can you! Robotics, Coding, Minecraft, and more. At MakerKids you will be making your own things. We have all these tools and materials for **you** to use - not for us.

Since this is a makerspace - you are going to get to **make** your own experience. We'll give you a lot of different options for topics we can help you learn - and you get to decide what you want to do, because it's your camp! We're just here to help. So if you want to use a computer mouse, you can find one and grab it. For other things, like plugging something in, we will plug it in for you. We will go over the safety rules on the first day when you come to camp. Here is a picture of our new space:



Something that is very important is that this **your space** to do whatever you want with. The instructors can help guide you, inspire you, and help you do things safely. But in the end, everything you do is going to be what you wanted to do - not that anyone else told you to do or did for you. Everything that you create is going to be stuff that you've made on your own. You know how at Toys R Us you can go in and there are premade toys and you can buy whatever you want? It's not like that here - you will be making everything yourself. This means that there is some responsibility on you - so if you want to take it easy,

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that's okay. But if you want to make something awesome, it's going to require you to be the person to make it - this might be a bit more work but it could be rewarding. Some of the things you can take away aren't actual things - but you will also take things away like new skills, making new friends. So even if you don't have exactly what you thought you would at the end, you can know that you made it and that you can make a better one later if you want to because now you have the skills!

This place might be different than other places you've been to before - we won't do things for you and we are not going to tell you what to do by giving you step-by-step instructions. If you figure out how to do something yourself, you'll learn more and remember it better! Sometimes this can be hard at first because it might be new. We are going to try to do everything together so we can learn things together and move on together. If you find yourself sitting there and not knowing what to do next and start to panic, it's OK. If you think you're behind, you're actually probably ahead. And don't worry! We'll help you discover what to do by asking you questions. You don't need to do anything to prepare for camp - just bring your enthusiasm!

You are a maker! Welcome to MakerKids.

Sincerely,

Jennifer Turliuk, CEO, MakerKids

## **Advice from Maker Kids for other Maker Kids:**

“At first when I came here, I had no idea how any of this electric stuff worked, and I'm just like, how I am going to be able to make this? But over time with my mistakes, I realized it gets easier and it comes to me and sometimes making a mistake actually teaches you something – why something doesn't work.” – Joe, age 11

“Mistakes aren't really bad cause you can learn not to do your mistake again” – Adam, age 8

“Make a plan before you start” – Blaede, age 10

“Be patient when working in a group!”

“Get one thing working well first, instead of trying too many things at the same time” – Julia, age 12

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## LOGISTICS

**Where:** Pick-up and drop-off are at MakerKids (2451 Bloor St W, at Jane and Bloor)

**When:** Please double-check your enrollment confirmation email to confirm the dates and times of the program(s) you have enrolled for. Please do not be late to pick up your child or fees will apply.

**Super Creation Celebration:** During the last hour of the last day of the program we will have an exhibition for parents to come to, so make sure to put it in your calendar!

### **What to Bring - Checklist for each day:**

- Laptop: If the program you have signed up for uses computers, you are welcome to bring a laptop so we can help you download and install the software to continue making at home. We have found that sometimes kids are often more comfortable using new software on computers they are used to. If it is not possible to bring a laptop, your child can use one of our computers. iPads are not necessary to bring as we will not be using them.
- Minecraft account: For Minecraft programs, we have a few shop accounts but it's great if the kids are able to bring their own account (computer version; ~\$30).
- Scratch account: for Video Game Programming class, please create a free Scratch [account](#)
- Waterbottle and snacks (no nuts of any kind)
- Wear closed-toed shoes (bring indoor shoes for the winter time)
- Enthusiasm and openness
- For Full-Day Programs: Lunch
- Summer Camp: Sunscreen and hat (for going to the park at lunch)

**No nuts:** Our facility is a nut-free facility, and some of the kids in the camps are highly allergic to nuts. So please do not send any nuts - no nuts of any kind are allowed. If your child has an allergy, please fill out this Anaphylaxis Emergency Plan form and bring a copy:

<https://drive.google.com/file/d/0B0VIIUp0UZN7S1VhdHhYay11Y0U/view>

Please also fill out your health form on your Active account: <https://campsself.active.com/MakerKids>

**Scent-free:** We are a scent-free facility. Please reduce or eliminate use of perfumes, cologne and scented lotions etc.

**Pick Up and Drop Off Details:** Please budget extra time on the first session of the program to come in and sign our release form. On each subsequent day, we will require sign-in and sign-out by the parents/guardians specified in the form below, so please make sure to come in to sign in and out each day (unless you authorized your child to arrive and depart on their own in the form). We will be asking for parents, guardians, and anyone picking up a child to show us ID before picking up their child. Please do not be late to pick your child up or fees will apply.

Looking forward to it - we have some awesome things planned!

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## GETTING HERE

The space is close to the subway, which is great for families who are sending kids on their own; they can simply cross the street from the subway station and they will arrive at MakerKids! It is also very close to our old location: only 3 subway stops west; 10-minutes away by public transit or bike, and 8 minutes away by car. There is convenient access from the Gardiner Expressway (exit at Kingsway and just go north on Kingsway). The address is 2451 Bloor St W and it is right above a Pizza Pizza—great for birthday parties! The closest intersection is Jane and Bloor, and we are just south of Jane subway station.

### **Getting here via Public Transit:**

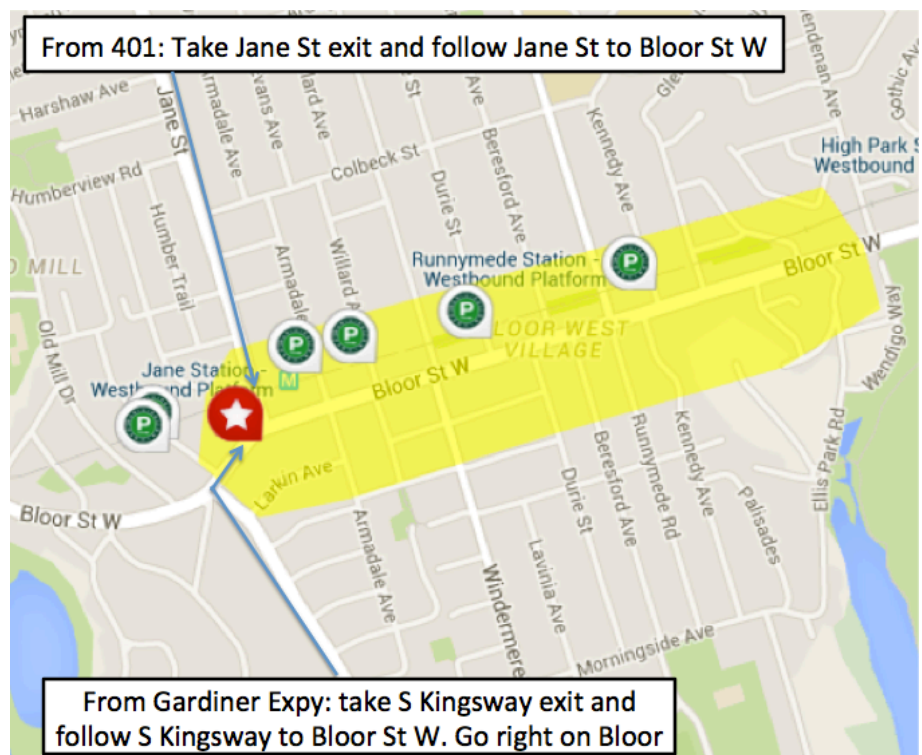
Get off at Jane station (on the Bloor line, west of Runnymede station). There is only one exit - to Jane street. Use the stairs or escalator. When you exit, look left and you will see MakerKids! Walk slightly south along Jane, and cross Bloor at the lights when the lights signal that you are allowed to cross. You will arrive at MakerKids!

### **Getting here via Driving:**

From North: From the 401, take the Jane St exit and follow Jane St to Bloor St W.

From South: From Gardiner Expy, take S Kingsway exit and follow S Kingsway to Bloor St W. Then go right on Bloor.

**Parking:** In the following diagram, the yellow part indicates street parking and the green P's indicate lots. Find



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more info about the closest parking spots [here](#) or [here](#).

## Arriving at MakerKids:

We are above the Pizza Pizza, at the southwest corner of Jane and Bloor intersection. Use the door indicated by the arrow to enter and come up the stairs.



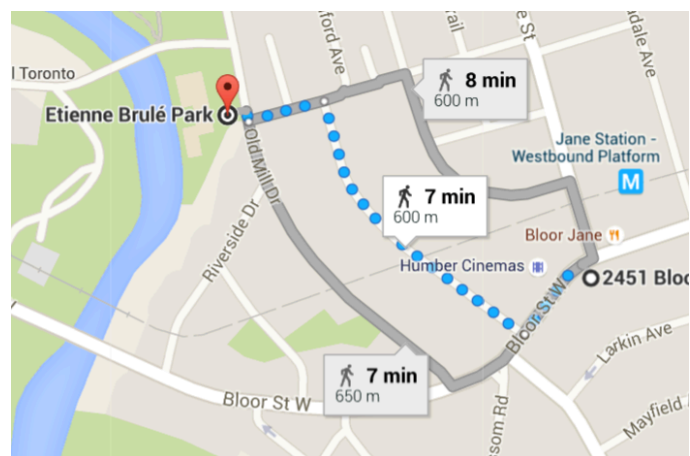
**If you have any questions the day of, call us at (647) 247-1678 and we will help you out.**

## What's Nearby:

Wondering where to hang out while your child is at MakerKids? Bloor West Village has lots of options. Why not try Wibke's Espresso bar, which is right next to us and home of "Probably the best latte in the world". You can also find yoga, TD, a movie theatre, a gym, great restaurants and patios, and lots of other great childrens' activities (Kumon, dance, theatre, art, etc) within walking distance. A few blocks away, there's a No Frills, Shoppers Drug Mart, and the opportunity to take a stroll beside the Humber River or play tennis.

## Park at Lunchtime:

During Summer Camps, we go to the park. After lunch we walk kids to Etienne Brule Park, a 7 minute walk away from MakerKids. This is a beautiful park where many kids' activities are held, and a perfect place for them to get their energy out, enjoy some outdoor time, and be safe. We may also go to another great park, off of Old Mill on this map. You will note that the release form contains a part authorizing your permission for the kids to go to this park with us.



More info about Etienne Brule park: <http://www1.toronto.ca/parks/prd/facilities/complex/10/>

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## Sample Multi-Week Program Schedule:

<i>Time</i>	<i>2 HOUR PROGRAM</i>
0:00-0:10	<i>Introductions</i>
0:10-0:50	<i>Activity 1</i>
0:50-1:00	<i>Break</i>
1:00-1:40	<i>Activity 2</i>
1:40-1:50	<i>Clean up</i>
1:50-2:00	<i>Wrap-up</i>

<i>Time</i>	<i>1.5 HOUR PROGRAM</i>
0:00-0:10	<i>Introductions</i>
0:10-0:50	<i>Activity 1</i>
0:50-0:55	<i>Break</i>
0:55-1:15	<i>First Half of Activity 2</i>
1:15-1:1:22	<i>Clean up</i>
1:22-1:30	<i>Wrap-up</i>

<i>Time</i>	<i>1 HOUR PROGRAM</i>
0:00-0:10	<i>Introductions</i>
0:10-0:50	<i>Activity 1</i>
0:50-0:55	<i>Clean up</i>
0:55-1:00	<i>Wrap-up</i>

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## Sample Summer Camp Schedule:

<u>Time</u>		Please note, this is may change slightly for different groups and programs
<u>8:00-9:00</u>	<b><u>Before Care</u></b>	If you have signed up for extended care
<u>9:00-9:15</u>	<b><u>Sign In</u></b>	
<u>9:15-9:30</u>	<b><u>Introductions</u></b>	
<u>9:30-10:30</u>	<b><u>Activity 1</u></b>	
<u>10:30-10:45</u>	<b><u>Snack</u></b>	
<u>10:45-11:45</u>	<b><u>Activity 2</u></b>	
<u>11:45-1:00</u>	<b><u>Lunch / park</u></b>	
<u>1:00 - 1:15</u>	<b><u>Activity 3</u></b> <b><u>Introduction</u></b>	
<u>1:15-2:00</u>	<b><u>Activity 3</u></b>	
<u>2:00-2:15</u>	<b><u>Snack</u></b>	
<u>2:15 - 3:00</u>	<b><u>Activity 3</u></b> <b><u>Continued</u></b>	
<u>3:00-3:25</u>	<b><u>Wrap- up</u></b>	
<u>3:25-3:45</u>	<b><u>Sign-Out</u></b>	Please bring ID with you and make sure you are on the authorized pickup list
<u>3:30-6:00</u>	<b><u>Aftercare</u></b>	If you have signed up for extended care

*“Makerkids has impressed me from the start. It's the ultimate playground for wired, technology- oriented kids or any child that wants to play "inventor", and what kid doesn't! The atmosphere is relaxed and the teaching method is child-centered. Creativity comes first and no question is left unanswered. Experimentation and the learning process are emphasized more than the end result. Where else can a kid walk in the door with a cardboard airplane and say "make it go"!”*

*-Roberta Janzen*

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## OUR PHILOSOPHIES - PARENT GUIDE TO MAKERKIDS MENTALITIES

*“MakerKids is an awesome organization. I like that they won’t do the project for you. They will of course teach you how to use tools. If you want to make something they will supervise but you will do it. Little kids can use drills even. We need a MakerKids here.”*

- Joey Hudy, teen maker who made a marshmallow gun that he got to show President Obama

MakerKids is an organization that enables kids to build their ideas with real tools and materials. Our goal is to inspire and empower kids to think, design, experiment and create. Our adult collaborators are facilitators for the kids, and also encourage them to seek out resources to learn on their own, and to teach each other. Teenage collaborators help the younger kids. Interwoven with everything we do is our philosophy to honour kids’ own creativity and trust their abilities. Kids who are confident in their own abilities are capable of learning and doing anything!

### **MakerKids’ Recipe:**

1. Dedicated space
2. Real Tools
3. Process over Product
4. Interest Driven
5. Kids Teaching Kids
6. Kids Teaching Us
7. Exhibition
8. Community

Some key principles:

- It’s OK to fail
- Experiential Learning – Learn by doing
- Choose to celebrate Making (not just what they’ve made)

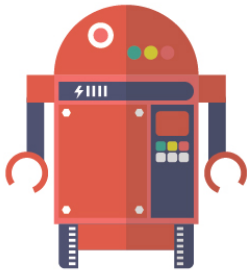
### **More About Us (optional - just in case you are interested):**

- Watch a talk we gave at MakerCon New York:  
<https://www.youtube.com/watch?v=jotOIuwLXVg>

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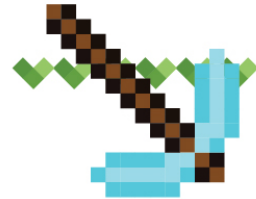
## NEXT STEPS / AFTER SCHOOL AND WEEKEND PROGRAMS

# Coding



# Robotics

# Minecraft



Wondering what program to try next? Check out our website ([www.makerkids.com](http://www.makerkids.com)) for the latest menu of options. It's great to try another program on the same topic (we've designed them so kids can learn new things if they take the program multiple times), or to try a different topic. Feel free to ask any of our instructors what we recommend as a next step for your child.

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## OPTIONAL BONUS: MORE ABOUT MAKER PHILOSOPHIES, EXTERNAL RESOURCES AND READING

Boing Boing has a great article on the importance of self-directed play, which we try to embed throughout everything we do. Neuroscience research has been uncovering the importance of exploring your own interests, of wandering freely in the fields of knowledge. Play nurtures resilience, creativity, intelligence and happiness.

From the article: Stuart Brown, author of *The Neuroscience of Play*, advocates, “Play is...more than just fun. Plenty of play in childhood makes for happy, smart adults – and keeping it up can make us smarter at any age.” It is through self-directed play that we discover who we are. Coaches and experts often admonish us, “Find your passion!” Then they offer questionnaires and processes. The truth is, the very best way to find our passions is to give ourselves the gift of time for self-directed play.

<http://boingboing.net/2013/01/15/a-more-resilient-species.html>

Here are links to some additional reading created by other makerspaces:

- **Makerspace Playbook (April 2012)**
- **High School Makerspace Tools & Materials (April 2012)**
- [New York Hall of Science Maker Program Blueprint](#)

Maker Club Playbook:

<https://docs.google.com/file/d/0B9esWAj9mpBLNmRIMWYxZjUtZjJjMi00NTdhLTNmNjUtMmM5ZDk5NTZmMzBh/edit>

Maker Ed Resources (lots of awesome links): <http://makered.org/resources/>

About the importance of Play:

<http://www.chicagochildrensmuseum.org/index.php/about/play-manifesto>

[http://www.chicagochildrensmuseum.org/CCM\\_ILAFC\\_FINAL.pdf](http://www.chicagochildrensmuseum.org/CCM_ILAFC_FINAL.pdf)

Gever Tulley (Brightworks) TED talk on 5 Dangerous Things You Should Let Your Kids Do:

[http://www.ted.com/talks/gever\\_tulley\\_on\\_5\\_dangerous\\_things\\_for\\_kids.html](http://www.ted.com/talks/gever_tulley_on_5_dangerous_things_for_kids.html)

Gever Tulley (Brightworks) TED talk on Life Lessons Through Tinkering:

[http://www.ted.com/talks/gever\\_tulley\\_s\\_tinkering\\_school\\_in\\_action.html](http://www.ted.com/talks/gever_tulley_s_tinkering_school_in_action.html)

Comic book version: <http://storage.ted.com/tinker/Comic.pdf>

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Young Maker Mentoring Tips: <http://youngmakers.org/mentoring-tips/>

Finding a project vision: <http://youngmakers.org/finding-a-project-vision/>

Questions to ask at the end: <http://youngmakers.org/plussing-sessions/>

The Brightworks Arc: <http://sfbrightworks.org/the-brightworks-arc/>

Why Minecraft is More Than Just A Video Game: <http://www.bbc.co.uk/news/magazine-23572742>

Young Makers Define Classroom Learning: <http://makezine.com/2013/08/26/young-makers-define-classroom-learning/>

## **Longer Reading:**

More about Play:

<http://www.chicagochildrensmuseum.org/StateofPlayWEB.pdf>

Standards of Excellence at the Chicago Children's Museum:

<http://www.chicagochildrensmuseum.org/StandardsofExcellence.pdf>