

# A Nation of Makers

## What is iQ: smartparent?

*iQ: smartparent* is an Emmy Award-winning multimedia television and web series designed for parents that will empower them with new knowledge, tools, and abilities to successfully guide their children through the changing landscape of digital media and technology. It's a growing community of caregivers, national experts, educators, and parent bloggers who want to understand the opportunities and challenges of media as it relates to the development of their children. *iQ: smartparent* was created by WQED Multimedia in 2012.

## About this Episode

In 2009, President Obama called for Americans to be makers of things, not just consumers of things a—and since then, we've truly become a nation of "Makers." This episode of *iQ: smartparent* explores the culture of Makers and the relationship between media and Makers.

## Discussion Questions

1. Who is the maker movement for?
2. What can you make at home? Remember, making happens everywhere: in the garage, in the kitchen, in the living room, and beyond.
3. What's a hackerspace? What goes on there? What kinds of makerspaces and hackerspaces are available in your area? Could you start one?
4. Jane Werner talks about making as an act of love. How do you show your love or affection through making?
5. Mark Hatch wrote a book called *The Maker Movement Manifesto*. What's your maker manifesto? Why are you a maker, and what do you make?
6. Jane Werner mentions that making at the Children's Museum is powerful because "you can't fail at a museum." What makes a makerspace a great place for learning? What kinds of things can you learn through making?
7. Learn more about the Embrace Warmer and its designer, Jane Chen. What kind of work went into making this innovative product? How does empathy impact the maker movement? How else might the maker movement transform the world?

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## About the Guests



**Tara Tiger Brown** is the co-founder of KitHub, creative electronics kits for kids. She is also the co-founder of Connected Camps, an online Minecraft summer camp for kids. She is the founder and Board Chair for the LA Makerspace, a community space for DIY enthusiasts in Los Angeles. Tara also serves as Technology Director for UC Irvine Digital Media Research Hub.

Previously Tara served as an entrepreneur, executive director, technical director and lead product manager for numerous institutions and companies including MacArthur Foundation funded Connected Learning Alliance (CLA), Annenberg Innovation Lab at University of Southern California, Born This Way Foundation, Topspin Media (acquired by Beats Music) and Microsoft.



**Jane Werner's** 33 years of museum experience includes 24 years at The Children's Museum of Pittsburgh where she served as Program Director, Deputy Director and currently Executive Director. Werner leads the team responsible for all aspects of the Museum's mission and vision, exhibits, public programming, funding and operations. Prior to her tenure at the Children's Museum of Pittsburgh, Werner worked for the Franklin Institute, Carnegie Science Center and Buhl Science Center. She ran her own exhibit design firm whose clients included the Historical Society of Western Pennsylvania, Franklin Institute and Scientific Discovery Museum. Jane sits on and is past president of the Association of Children's Museums, Greater Pittsburgh Arts Council Board and New Hazlett Theater. She is on the advisory boards of the Maker Education Initiative, Carnegie Mellon University's Studio for Creative Inquiry, Pittsburgh Cultural Trust, Forbes Fund, Remake Learning Advisory Group, Fred Rogers' Center and Winchester Thurston School. She's also served on the American Institute of Architects and Rudy Bruner Design Award national juries. She holds an appointment at CMU's Studio for Creative Inquiry and Art department, attended the Getty Leadership Institute and is a graduate of Syracuse University. She is a Distinguished Daughter of Pennsylvania. Jane received ASTC's 2007 Leading Edge Award for Experienced Leadership in the field, 2012 Westmoreland gold medal for Museum Leadership, 2012 YWCA Woman in the Arts Leadership Award and was named a 2013 Pittsburgh Businesswoman Leader.



**Mark Hatch** is CEO and co-founder of TechShop and a recognized leader in the global maker movement. Under his leadership, TechShop revenue grew 20-fold in five years and multiple new locations have opened across the US. Mark has held executive positions at firms including Kinko's, Avery Dennison, and Health Net. In 2013, his book *The Maker Movement Manifesto* was released by McGraw-Hill Education. He has been recognized by San

Francisco Business Times as one of the Bay Area's Most Admired CEOs and by Popular Mechanics as one of 25 movers and makers who are reinventing the American Dream. Mark has spoken at events such as SXSW, Techonomy, TEDx, and The Clinton Global Initiative. A former Green Beret, Mark holds an MBA from the Drucker Center at the Claremont Graduate University.

## Online Resources

7 Things You Should Know About Maker Spaces

<https://net.educause.edu/ir/library/pdf/ELI7095.pdf>

The Modern Kids' Guide to Crafting, Coding, Composing, and More

<https://www.commonsemmedia.org/guide/digital-creativity-guide>

Summer Learning Guide: Tinkering and Tech

<https://www.commonsemmedia.org/guide/summer-learning-guide#Tinkering--Tech-1524581>

DIY Learning: How Teens Are Teaching Themselves

<https://www.commonsemmedia.org/blog/diy-learning-how-teens-are-teaching-themselves>

14 Tools to Turn Game Obsessed Kids Into Genuine Game Designers

[www.commonsemmedia.org/blog/14-tools-to-turn-game-obsessed-kids-into-genuine-game-designers](http://www.commonsemmedia.org/blog/14-tools-to-turn-game-obsessed-kids-into-genuine-game-designers)

Building and Making Apps, Games, and Sites

<https://www.commonsemmedia.org/lists/building-and-making-apps-games-and-websites>

Apps, Games, and Sites That Promote 21st Century Skills

[www.commonsemmedia.org/lists/apps-games-and-websites-that-promote-21st-century-skills](http://www.commonsemmedia.org/lists/apps-games-and-websites-that-promote-21st-century-skills)

Tech Creation Learning Tools for Kids

<https://www.commonsemmedia.org/lists/tech-creation-learning-tools-for-kids>

Create Online: Sites to Spark Kids' Creativity

<https://www.commonsemmedia.org/lists/create-online-sites-to-spark-kids-creativity>

STEM Apps, TV, and More for Science, Tech, Engineering, and Math

[www.commonsemmedia.org/lists/stem-apps-tv-and-more-for-science-tech-engineering-and-math](http://www.commonsemmedia.org/lists/stem-apps-tv-and-more-for-science-tech-engineering-and-math)

Best Creative Apps and Sites

<https://www.commonsemmedia.org/lists/best-creative-apps>

<https://www.commonsemmedia.org/lists/create-online-sites-to-spark-kids-creativity>

Apps, Games, and Sites for Inventing

<https://www.commonsemmedia.org/lists/apps-games-and-websites-for-inventing>

8 Elements of a Good Maker Project

<http://www.weareteachers.com/8-elements-of-a-good-maker-project/>

### 13 Sites and Apps for Young Makers and Creators

[www.common sense.org/education/blog/13-sites-and-apps-for-young-makers-and-creators](http://www.common sense.org/education/blog/13-sites-and-apps-for-young-makers-and-creators)

### Fun Ways Kids Can Join the Maker Movement

<https://www.noodle.com/articles/6-fun-ways-kids-can-join-the-maker-movement>

### The maker movement: A learning revolution

<https://www.iste.org/explore/articleDetail?articleid=106>

### The Maker Movement: Standing on the Shoulders of Giants to Own the Future

<https://www.edutopia.org/blog/maker-movement-shoulders-of-giants-sylvia-martinez>

### What's the Maker Movement and Why Should I Care?

<http://www.scholastic.com/browse/article.jsp?id=3758336>

### What's in a MakerSpace?

<http://www.weareteachers.com/whats-in-a-makerspace/>

### Sylvia's Super-Awesome Maker Show!

<http://sylviashow.com/>

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