Makerspace Content Project Ideas

1. Social Studies

- 1. Relief Maps
- 2. Communities
- 3. Buildings, landmarks
- 4. Castles historic meeting points
- 5. Chess pieces with historic figures on them
- 6. Ancient civilizations
- 7. Mayan and Aztec Civilization
- 8. Historical building & monuments
- 9. Create your own monument
- 10. Replicas of cities & towns
- 11. A walk through ancient civilization

2. Design & Engineering

- 1. Bridges
- 2. Cars, wheels
- 3. New tools for specific purposes
- 4. Products to help someone
- 5. Tool Holder/Organizer
- 6. Wind Turbines-The Boy who Harnessed the Wind
- 7. Solar Panel Holders
- 8. Simple Machines
- 9. Rollercoasters
- 10. Rocket
- 11. Airplanes
- 12. Communities
- 13. Buildings
- 14. Trains
- 15. Container, holders, boxes
- 16. Products for elders
- 17. Products for disabled
- 3. Family & Consumer Science & Health Science
 - 1. Cookie Cutters
 - 2. Food Trucks
 - 3. Utensils Redesign
 - 4.
 - 5. Butter, ice, gelatin molds
 - 6. Prosthetics
 - 7. Medical Devices
 - 8. Measuring Cups
 - 9. Child toys
- 4. Literacy
 - 1. Snowflake Bentley SnowFlake Generator
 - 2. Connections to help a character in a story.
 - 3. Build a world from the storybook
 - 4. The Book with No Pictures make 3D models
 - 5. Solutions for character issues
 - 6. Recreations of settings
 - 7. Digital Portfolios
 - 8. Comics
 - 9. Build a Poem

- 5. Art & Theater & Music
 - 1. Picture Frame
 - 2. Shapes/Artwork
 - 3. Stamps
 - 4. Utensil holders
 - 5. Characters for stop motion animation
 - 6. Jewelry
 - 7. Ceramics
 - 8. Clay
 - 9. Musical Instruments
 - 10. Set Design
 - 11. Props
 - 12. Wearables
 - 13. Lighting Tunnels
 - 14. Escher Tiles
 - 15. Pottery/Ceramics
 - 16. Create a music instrument
- 6. Math
 - 1. 2D/3D shapes
 - 2. Fractions
 - 3. Volume of irregular shapes
 - 4. Representations of equations
 - 5. Graphical visualizations
 - 6. Manipulatives
 - 7. Tangrams
 - 8. Archimedes Principle
 - 9. Bernoulli Principle
 - 10. Puzzles
 - 11. Pi City
 - 12. Area/Perimeter House design
 - 13. Graphing in 3D
- 7. Science
 - 1. Insects
 - 2. Weather patterns/clouds
 - 3. Body parts
 - 4. Enable Foundation
 - 5. Extinct animals
 - 6. Maze's for animal
 - 7. Fossils
 - 8. Habitats for animals
 - 9. Hydroponics
 - 10. Solar Homes
 - 11. Animal Habitats
 - 12. Cell representations
 - 13. Models of DNA or chemical structures

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- 14. Representations of systems
- 15. Space exploration vehicles

