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# Explore Makerspace!: With 25 Great Projects (Explore Your World)



## Synopsis

Bridges, furniture, musical instruments, games, vehicles—all of these things were invented and improved upon by people who love to put stuff together, take stuff apart, and figure out how things work! In *Explore Makerspace! With 25 Great Projects*, readers ages 7 through 10 explore what it means to be an engineer. They discover how inventors use science, art, and math to create new and exciting structures, games, and more. Readers also learn how to set up their own makerspaces at home, using inexpensive and easy-to-find supplies for their tinkering projects. Humans have been inventors throughout history. From the wheel to the rocket, scientists and other engineers have designed new technologies that have made daily life easier and stretched our horizons far beyond our own atmosphere. But inventions don't have to be full of computer chips or other sophisticated parts. Designing the fastest toy car made from recycled materials can be just as thrilling! Makerspaces can be found in schools, libraries, community centers, and homes all around the country. These are places where both children and adults can work with materials and use the engineer design process to come up with new ideas. Here, imagination, art, and logic combine to produce lasting lessons in science, math, and physics. In *Explore Makerspace! With 25 Great Projects*, readers learn how to think proactively when faced with a challenge and discover the trial-and-error processes that lead to new discoveries. They find out about the motivation behind some of the world's most amazing inventions. Through STEAM projects ranging from designing a bridge to creating board games and musical instruments, children discover how to be an engineer.

## Book Information

Series: Explore Your World

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Age Range: 7 - 10 years

Grade Level: 3 - 4

## Customer Reviews

Explore Simple Machines!: Booklist "This new entry in the Explore Your World series introduces the six simple machines in enough detail to include worm gears, all three kinds of levers, compound pulleys, and unusual examples such as boats (a type of wedge) and canal locks (an inclined plane). Yasuda writes in particularly clear, simple language, and intersperses her explanations with historical notes, jokes that even the target audience will find laughably lame ('What did the apple say to the wedge? You split me up!') and 25 easy projects or demonstrations constructed from common materials. She also repeatedly urges readers to spot and classify the simple machines that are all around, encourages the use of a science notebook, and closes her discourse with descriptions of what inventors and engineers do. Illustrated with simple black-and-white cartoons and capped with well-considered lists of print and other resources, this makes a serviceable hands-on guide to the topic."

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Robotics: Discover the Science and Technology of the Future with 20 Projects: Publisher's Weekly--"Ceceri's cartoon-illustrated activity book, an addition to the 'Build It Yourself' series, introduces readers to robotics, with information on its history, different robot technologies, and the evolution of the field . . . Light in tone but dense with information, this guide should appeal to those who already have a strong interest in the topic and are ready for a hands-on challenge. Ages 9-12."

Reviews for other titles in the series: Robotics: Discover the Science and Technology of the Future with 20 Projects. Featured title in School Library

Journal, April 2015 Focus on Robo Reads: Robot types and features from the past, present, and near future are introduced in this wide-ranging overview. Twenty hands-on activities relate directly to the concepts introduced in the narrative. A 'WobbleBot' project for example, demonstrates robot movements in a simple, doable form. Cartoon illustrations support the narrative and the clear instructions. Reviews for other titles in the series: Explore Simple Machines! Booklist: "This new entry in the Explore Your World series introduces the six simple machines in enough detail to include worm gears, all three kinds of levers, compound pulleys, and unusual examples such as boats (a type of wedge) and canal locks (an inclined plane). Yasuda writes in particularly clear, simple language, and intersperses her explanations with historical notes, jokes that even the target audience will find laughably lame, and 25 easy projects or demonstrations constructed from common materials. Illustrated with simple black-and-white cartoons and capped with well-considered lists of print and other resources, this makes a serviceable hands-on guide to the topic."

Sue Considine, Executive Director, Fayetteville Free Library – “Explore Makerspace! is a must-have for every classroom, library, and informal learning environment. The colorful, engaging layout, timeline, key words, and concepts all combine to introduce the reader to a makerspace world of tinkering, invention, and entrepreneurship. Explore Makerspace! will spark curiosity and interest in young and old alike and will inspire readers to think like problem solvers, idea generators, Makers! –”

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