

MAKERSPACE

Startup Checklist

1. DEFINE YOUR PURPOSE

- Identify learning goals (STEM, creativity, problem-solving)
- Align with curriculum standards
- Focus on student outcomes, not just tools

2. START SMALL

- Choose a few versatile tools: cardboard, hand tools, etc.
- Avoid over-purchasing equipment early

3. BUILD A MAKER CULTURE

- Encourage experimentation and iteration
- Normalize failure as part of learning
- Promote collaboration and peer support
- Post visible norms in the space

4. INTEGRATE ACROSS SUBJECTS

- Math: Measurement, geometry, design
- Science: Data, energy, experimentation
- ELA: Storytelling, documentation
- Art: Creative builds, mixed media

5. DESIGN STUDENT-DRIVEN PROJECTS

- Offer open-ended challenges
- Provide choice and voice
- Include real-world problem solving

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6. PROVIDE HANDS-ON PD

- Provide short, practical workshops
- Let teachers build projects themselves
- Focus on confidence over perfection

7. BUILD STUDENT LEADERSHIP

- Create roles: Makerspace Ambassadors, Tech Crew, Tool Mentors
- Encourage peer-to-peer learning

8. CHOOSE SCALABLE TOOLS

- Invest in flexible tools: 3D Printers, Laser Cutters, Soldering
- Delay niche equipment until needed

9. BUILD COMMUNITY PARTNERSHIPS

- Connect with: Local businesses and colleges or libraries
- Seek mentorship, materials, and project ideas

10. INCLUDE REFLECTION & SHARING

- Require students to:
 - Document their process
 - Reflect on challenges
 - Present their work