

## **Makerspace Leadership**

A makerspace is a place where students can gather to create, invent, tinker, explore and discover using a variety of tools and materials. Qualified students are assigned to the RPHS Library Makerspace as part of their regular academic schedule. Students will regularly design and lead makerspace challenges, projects and activities that encourage design thinking, problem solving, creativity and the imaginative process. Students will help staff the Makerspace by maintaining the space, managing supplies and equipment and by assisting students working on various projects. Juniors and seniors who self-motivated and able to work independently must apply and be accepted into the program.

Course requirements:

- ❖ Design and lead two makerspace programs
  - 60% of grade
- ❖ Lead two Make the Change programs (charitable projects for worthy causes)
  - 20% of grade
- ❖ Weekly Work and Duties (includes submitting weekly log)
  - 20% of grade
  - Program preparation (includes research, experimenting, advertising and contributing to website and Instagram) 10%
  - Routine maintenance of makerspace, supplies and equipment 10%

## Makerspace Programs

Students are required to facilitate two makerspace programs per marking period. Students can design their own program or choose from the suggested themes. More complicated or involved Make the Change programs such as Project Linus and Bottles of Hope will count as a makerspace program. Creativity and flexibility encouraged. Programs can be run during a lunch period and/or after school. Students are not limited to the themes below but the program topic must be approved by Ms. Lemke.

### MARKING PERIOD ONE

#### September

Themes: Back to School, Banned Books Week September 24-28

Make the Change: Color A Smile

#### October

Themes: Halloween, costume making

Make the Change: Cards for Hospitalized Kids

#### November

Themes: Give thanks, Thanksgiving

Make the Change: Operation Gratitude

### MARKING PERIOD TWO

#### November

Themes: Give thanks, Thanksgiving

Make the Change: Operation Gratitude

#### December

Themes: Hour of Code, holidays, holiday gifts

Make the Change: Project Linus

#### January

Themes: New Year, New You

Make the Change: Project Linus

## MARKING PERIOD THREE

### February

Themes: Valentine's Day, Anti-Valentine's Day, Black History Month, Blind Date with a Book

Make the Change: Cards for Hospitalized Kids

### March

Themes: Make It, Teen Tech Week March 4-8, NJ Makers Day March 22, Women's History Month, Dr. Seuss's Birthday, PARCC testing stress relief, Pi Day

Make the Change: Bottles of Hope

### April

Themes: National Poetry Month, Earth Day, Take Your Child to Work Day

Make the Change: Color A Smile

## MARKING PERIOD FOUR

### April

Themes: National Poetry Month, Earth Day, Bring Your Child to Work Day

Make the Change: Color A Smile

### May

Themes: Mother's Day gift, AP testing stress relief, Cinco de Mayo (World Languages cultural celebration)

Make the Change: Operation Gratitude

### June

Themes: LGBT Pride, rainbows

Make the Change: Anti-Cruelty Society

Student Name:

## Makerspace Program Rubric

CATEGORY	4 (97)	3 (87)	2 (77)	1 (65)
<b>Organization</b> 30	Program has a clear purpose and is well organized.	Program has a purpose and is organized.	Program is somewhat organized and has a theme.	Program is not organized and central purpose is unclear
<b>Attitude</b> 10	Never is publicly critical of the project or the work of others. Always has a positive attitude about the task(s).	Rarely is publicly critical of the project or the work of others. Often has a positive attitude about the task(s).	Occasionally is publicly critical of the project or the work of other members of the group. Usually has a positive attitude about the task(s).	Often is publicly critical of the project or the work of other members of the group. Often has a negative attitude about the task(s).
<b>Monitors Group Effectiveness</b> 10	Routinely monitors the effectiveness of the group, and makes suggestions to make it more effective.	Routinely monitors the effectiveness of the group and works to make the group more effective.	Occasionally monitors the effectiveness of the group and works to make the group more effective.	Rarely monitors the effectiveness of the group and does not work to make it more effective.
<b>Pride in Work</b> 10	Work reflects this student's best efforts.	Work reflects a strong effort from this student.	Work reflects some effort from this student.	Work reflects very little effort on the part of this student.
<b>Problem-solving</b> 10	Actively looks for and suggests solutions to problems.	Refines solutions suggested by others.	Does not suggest or refine solutions, but is willing to try out solutions suggested by others.	Does not try to solve problems or help others solve problems. Lets others do the work.
<b>Preparation</b> 20	Worked very hard to prepare for program and spent a lot of time and effort before.	Put forth a good amount of effort to prepare for the program.	Put forth some effort to prepare for the program.	Did the bare minimum to prepare for the program.
<b>Focus on the Task</b> 10	Consistently stays focused on the task and what needs to be done. Very self-directed.	Focuses on the task and what needs to be done most of the time. Other group members can count on this person.	Focuses on the task and what needs to be done some of the time. Other group members must sometimes nag, prod, and remind to keep this person on-task.	Rarely focuses on the task and what needs to be done. Lets others do the work.

Student Name:

## Make the Change Program Rubric

CATEGORY	4 (97)	3 (87)	2 (77)	1 (65)
<b>Product</b>	Students create an original, accurate and interesting product that adequately addresses the issue.	Students create an accurate product that adequately addresses the issue.	Students create an accurate product but it does not adequately address the issue.	The product is not accurate.
<b>Organization</b>	Program has a clear purpose and is well organized.	Program has a purpose and is organized.	Program is somewhat organized and has a theme.	Program is not organized and central purpose is unclear
<b>Attitude</b>	Never is publicly critical of the project or the work of others. Always has a positive attitude about the task(s).	Rarely is publicly critical of the project or the work of others. Often has a positive attitude about the task(s).	Occasionally is publicly critical of the project or the work of other members of the group. Usually has a positive attitude about the task(s).	Often is publicly critical of the project or the work of other members of the group. Often has a negative attitude about the task(s).
<b>Monitors Group Effectiveness</b>	Routinely monitors the effectiveness of the group, and makes suggestions to make it more effective.	Routinely monitors the effectiveness of the group and works to make the group more effective.	Occasionally monitors the effectiveness of the group and works to make the group more effective.	Rarely monitors the effectiveness of the group and does not work to make it more effective.
<b>Focus on the Task</b>	Consistently stays focused on the task and what needs to be done. Very self-directed.	Focuses on the task and what needs to be done most of the time. Other group members can count on this person.	Focuses on the task and what needs to be done some of the time. Other group members must sometimes nag, prod, and remind to keep this person on-task.	Rarely focuses on the task and what needs to be done. Lets others do the work.

# Weekly Work and Duties Rubric

## Makerspace Leadership: Makerspace Maintenance and Management

10% of marking period grade, assessed on a weekly basis

Makerspace maintenance tasks include:

- Clean paint brushes
- Organize contents of cabinets & drawers
- Wipe tables and surfaces
- Check inventory levels of supplies
- Assisting with labeling and cataloging of books
- Create displays or work on projects as assigned

**If the Makerspace is a mess after you leave you will lose points!**

CATEGORY	4 (97)	3 (87)	2 (77)	1 (65)
<b>Makerspace maintenance</b>	Routinely show initiative and works to ensure a smoothly running makerspace. A definite leader who contributes a lot of effort.	Usually works to keep the makerspace orderly and organized. A strong group member who tries hard.	Sometimes shows effort to clean and maintain makerspace. A satisfactory group member who does what is required.	Rarely shows initiative and is inattentive to maintenance. May refuse to participate.

## Makerspace Leadership: Research, Planning and Record Keeping

10% of marking period grade, assessed on a weekly basis

Students will spend time researching and planning two makerspace programs per marking period, experimenting to ensure the project will work.

**Must turn in a weekly log on Friday or else you will get a zero.**

CATEGORY	4 (97)	3 (87)	2 (77)	1 (65)
<b>Research/ Experimentation</b>	Routinely provides useful ideas when researching and planning for leading programs. Student always tests project before the running the program.	Usually provides useful ideas when participating. Student usually tests the project before the program.	Sometimes provides useful ideas when participating. Student sometimes tests project before the program.	Rarely provides useful ideas when participating. Student rarely tests project before the program.
<b>Time Management</b>	Routinely uses time well to ensure things get done on time. Routinely keeps log of how time is spent.	Frequently uses time well and records how time is spent each week.	Tends to procrastinate, but always gets things done. Sometimes keeps track of how time is spent.	Rarely gets things done in a timely fashion. Fails to keep track of how time is spent.