

# MakersBox -April 2019

let's look at everything students made in the Maker Space in April

## Grade 1 and 2

### Recycling, Science + Humanities

Students worked in teams to collect junk from their homes and neighborhood and made Tote bags and they also started the buildout for a basket to keep your belongings made out of newspaper.



## Grade 3 and 4

### Upcycling innovations, Science and Mathematics

Students collected glass bottles and sketched down their ideas. They designed a budget of items needed and build low energy consumption lamps using their woodworking skills and electrical circuit building skills.

## Grade 5

### Innovative Technologies, Science

While working on the recycling project, students decided to up their game by using some innovative tools such as Dremel Workstation to engrave their favorite designs on bottles and fix them on a wooden platform with glowing LEDs inside.



## World Studies, ICC Cricket World Cup

As ICC World Cup is on the horizon, students really got into the cricket fever and worked on multiple projects based on Cricket Trivia and Facts.

Grade 1 and 2 used their woodworking skills and rapid prototyping with Laser machine to create a matching game based on different players and their country emblems. Whereas Grade 3, 4 and 5 picked up their research hats and identified highest scoring batsmen of India from World Cup 2015 and 2011. After which they used their tool skills and woodworking knowledge to map the boundaries by these players against different countries.

Grade 6 worked on designing a board game called “PATH TO WALES” where 2 players go head-to-head, competing with each other, testing each other’s knowledge on Cricket and sharing interesting trivia.

Grade 7 and 8 joined forces in creating a digital quiz game based on World Cup Cricket.

### PRIMARY GRADES

Grade 1 & 2 used their woodworking and Rapid Prototyping skills to create the Matching Game based on different players and their countries



Grades 3, 4 & 5 combined their knowledge on wood working, and hand tools with research skills and picked their favourite players in teams after which they designed their boundaries batting wagon wheels on wooden bases using nails and string art. They also used laser machine to design name tags for each wagon wheel



## SECONDARY GRADES

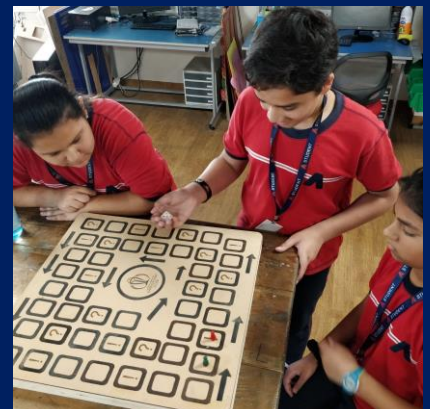
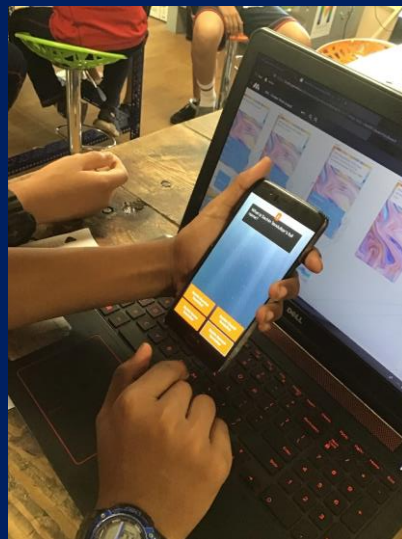
### IDEATION AND DESIGN

Students were divided in teams for research, board game and digital game and they started off by collecting facts and finishing off their design for laser machine engraving. They also used tools like Google Docs and One Drive to upload facts related to ICC World cup at a central location



### CREATION AND TESTING

Woodworking skills of students came in hand while designing the frame for board game and 3D Printing was used to print dice and pawns. Whereas, Grade 7 and 8 worked tirelessly in putting the facts collected together in form of a digital Quiz Game.



## Enrichment Program

As a part of the Motor Club, students are exploring parts of a car engine, and how it works. They also started working on power tools as their exploration exercises.



**Disclaimer:** Safety is priority at MakersBox. We urge all our students to wear proper safety gear before working in the lab. Sometimes, Students take out their safety gear to get their pictures clicked.