## ■ University of California Agriculture and Natural Resources

CALIFORNIA 4-H PROJECT SHEET SERIES
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## 4-H Making and Tinkering Project



Youth will plan, design, and make technology-based projects, emphasizing playful tinkering, problem solving, and engineering design. Maker projects tend to be hi-tech, like programming microcontrollers or using 3D printers, while tinkering projects may involve wood, plastic, textiles/fabric, and hot glue. Both making and tinkering involve open-ended design and construction associated with play, experimentation, and troubleshooting. Youth will

- engage in engineering, including designing, prototyping, testing, and redesigning
- strengthen their growth mindset by troubleshooting and fixing their projects
- identify community issues and then collaborate with peers to design a solution to positively impact their community

# Starting Out Beginner

- Start by tinkering and playful experimentation with sound, magnetism, mechanics, electric circuits, and motors.
- Design and build a flashlight from cardboard, bulbs, and batteries.
- Explore mechanical elements, such as cams, levers, and links by building a cardboard automaton.
- Build and test a craft stick car with wheels, gears, and motor.

### Learning More Intermediate

- Visit a local Maker Space or Maker Fair.
- Find and build a project from Instructables.com.
- Design and construct a sewable circuit pillow, shirt, or cap with LilyPad.
- Play with Makey Makeys to turn everyday objects into touchpads.
- Expand your making and tinkering into a new domain, like sewing, cooking, crafting, or coding.
- Learn to use a 3D printer.

## Exploring Depth Advanced

- Design and build a device that requires a microcontroller you need to program (e.g., Arduino, Raspberry Pi, or BeagleBone)
- Submit a project and its plans to Instructables.com.
- Work on projects requiring CNC mills or routers, or laser cutters.
- Produce a video showcasing every step of designing, building, and testing your project.

### **4-H THRIVE**

### Help Youth:

## Light Their Spark

A spark is something youth are passionate about; it really fires them up and gives them joy and energy. Help youth find how this project excites them.

## Flex Their Brain

The brain grows stronger when we try new things and master new skills. Encourage youth effort and persistence to help them reach higher levels of success.

#### **Reach Their Goals**

Help youth use the GPS system to achieve their goals.

- **G**oal Selection: Choose one meaningful, realistic, and demanding goal.
- Pursue Strategies: Create a stepby-step plan to make daily choices that support your goal.
- Shift Gears: Change strategies if you're having difficulties reaching your goal. Seek help from others. What are youth going to do when things get in their way?

#### Reflect

Ask project members how they can use their passion for this project to be more confident, competent, and caring. Discuss ways they can use their skills to make a contribution in the community, improve their character, or establish connections.

The activities above are ideas to inspire further project development. This is not a complete list.

Light Your Spark

Flex Your Brain

Reach Your Goals

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park

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## **Expand Your Experiences!**

## Science, Technology, Engineering, and Mathematics

- After completing a build project, collaborate with others to find ways to improve it.
- Build your own measurement tools to help in future projects.
- Explore how using mathematics can improve your projects.

## **Healthy Living**

- Find a project that will improve your health, like building a fitness tracker.
- Lead a health-related tinkering project with a group of youth.
- Program a microcontroller to sense CO<sub>2</sub> in the air and warn when it rises too high.

## **Civic Engagement**

- Discover maker or tinkering institutions in your community. Share them with others.
- Identify community needs and plan a project to address the issue.
- Design and build a lending library with LEDs for your neighborhood.

## Leadership

- Become a Junior or Teen Leader in a making and tinkering project.
- Plan, prepare, and present an Engineering Presentation at a 4-H presentation day.
- Lead a build project at a 4-H Club meeting for younger members.

## **College and Career Readiness**

- Go on a field trip of an engineering company or organization.
- Visit a local community college or university engineering department.
- Find what classes you need in high school to prepare for an engineering college major.

#### Curriculum 4-H Record Books

#### National Maker Youth Summit,

**Connections & Events** 

4hcenter.org/tours-programs/national-youth-summits/.

Presentation Days – Share what you've learned with others through a presentation.

Field Days – 4-H members may participate in a variety of contests related to their project area.

Contact your UC Cooperative Extension office to determine additional opportunities available, such as a field day.

 Community Science Workshop Network

<u>cswnetwork.org/</u> <u>projectlibrary/</u>

- Exploratorium Tinkering <u>www.exploratorium.edu/</u> tinkering/projects
- Maker Education Library http://makered.org/resources/
- Instructables http://www.instructables.com/
- Cardboard Automaton
   https://www.amazon.com/
   Cardboard-Automaton Workshop-Engineering Technology/dp/1533686033

4-H Record Books give members an opportunity to record events and reflect on their experiences. For each project, members document their experiences, learning, and development.

4-H Record Books also teach members record management skills and encourage them to set goals and develop a plan to meet those goals.

To access the 4H Record Book online, visit http://ucanr.edu/orb/.

## Resources

- eXtension Maker Community www.extedtechs.org/makers/
- Community Science Workshop Network

http://cswnetwork.org/

- Exploratorium Tinkering Studio <u>www.exploratorium.edu/</u> <u>tinkering/projects</u>
- Maker Education <u>http://makered.org/</u>
- Maker Camp <u>https://makercamp.com/</u>
- 4-H and the Maker Movement https://www.joe.org/ ioe/2015october/comm1.php

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Light Your Spark





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