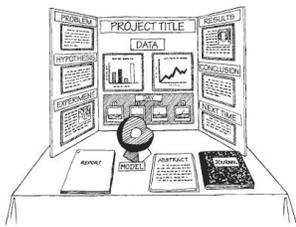


STEAM Maker Faire 2018

May 10th, 2018

4:30pm - 7:30pm



Projects promote and create a culture of thinking, thinking beyond the known or given. At Hickman, we encourage students to think outside the box, outside the easy, outside the given. We encourage your family to participate in our efforts to create lifelong learners by completing your own thinking projects to display at our STEAM Maker Fair on Thursday May 10th. Visit the Hickman website for details:

Science Fair (Experimental) Projects: Traditional approach to scientific discovery using the scientific method—Ask a question, form a hypothesis, gather materials/supplies, follow procedures, record data, report data and findings, and formulate a conclusion. Not sure how or where to start? No problem. *Pick up a science fair project packet in the Annex or visit the Hickman website for ideas.*

Research Projects: Traditional approach to learning about something in-depth but with a twist.--Find some creative way to display what you have learned about something scientific that interests you. You may choose your topic from something in your science curriculum or something you just want to know more about. Creative displays may include tri-fold posters, models, scrapbooks, movie/DVD productions, and many more. *For project ideas and templates to get started, pick up a research project packet in the Annex or visit the Hickman website.*

Displays of Interesting Collections: Share a scientific collection of memorabilia, artifacts, or anything else that you feel in meaningful, scientific and has educational value. With your collection, include why you feel the collection is meaningful. This requires careful thought about what you are sharing with the public and why. This is what makes sharing a collection a thinking project. Want to know more about what is considered meaningful and/or educational? *Visit the Hickman website for details.*

Maker Projects: “If you can imagine it, you can make it.”
A STEM maker project can take many forms. It might be as simple as an idea for an invention to meet a need in the world (an automatic toast butterer?). Other maker projects could involve tinkering with electronics, robotics or 3D printing. For our fair we ask that you keep roughly to the STEM areas but a “craft” project could qualify if the student is acquiring a new skill in the process. *For more details and ideas or pick up an easy to follow packet in the Annex.*

Scientist Posters: What a great way to add a meaningful product to a research project! Plan now to do some research on a famous (or not-so-famous) scientist. By getting to know about their life and accomplishments, you can use the powerful poster format to communicate that information to visitors to our Maker Fair. *Visit the Hickman website for details and pick-up the poster template in the Annex.*

