

# Makerspace: Delve & Discover

## Sample Schedule

8:30 - 9:00 Group Meeting and Activity  
9:00 - 10:30 Making to Improve the World  
10:30 - 11:00 Snack and outside play  
11:00 - 12:00 Making to Improve the World  
12:00 - 12:45 Lunch and change for swim  
1:00 - 1:45 Free swim  
1:45 - 2:00 Change & transition  
2:00 - 3:00 Daily Engineering Challenge  
3:00 - 3:30 Pack up and transition to dismissal

## Skills and Equipment

- ~ Ask Questions and Define Problems
- ~ Develop and Use Models and Prototypes
- ~ Design and Test Ideas
- ~ Teamwork and Collaboration
- ~ Empathy for Others
- ~ Global Awareness
- ~ Use of Basic Tools and Materials
  - Hammers and Nails
  - Screws and Screwdrivers
  - Nuts and Bolts
  - Wood, Plastic and Malleable Metals

In a group setting, each camper will have the opportunity to collaborate on a global issue project, beginning with identifying problems faced by kids around the world, designing solutions and building prototypes, and ending with a prototype expo at the end of camp. Additionally, campers will work in small teams to compete in daily engineering and critical thinking challenges!