

SOMETHING Great

BUILD YOUR OWN MAKERSPACE

Create your own inventor workshop, just like Quinn!



Something Great

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Voila! Quinn spent the morning in their workshop, and they emerged with Something Great! But what is it?

No one seemed to understand that Something Great isn't supposed to be anything. It was just. itself. Something Great.

Quietly profound, this sweet tale and its mixed-media illustrations are a delightful combination of elements blending STEM activities (for those inclined to catch them!) with casual nonconformity in a picture book that is, well, Something Great!



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FOR GROWNUPS

There are many kinds of makerspaces for kids - some physical, some virtual, some with structured design challenges, some made for open-ended exploration. What they share is an experimental, process-oriented, approach to engineering and design.

The design solutions that emerge from maker space exploration may not always be beautiful, but they are always the result of a child trying out different approaches on their own, learning what works and what doesn't.

HELPING YOUR YOUNG MAKER

- Your makerspace workshop doesn't need to be fancy! Choose an out of the way corner in your house or garage that can handle a little mess. If you have limited space, spread an old vinyl tablecloth on the floor to contain any drips, and fold it up when you are done making.
- Help your child gather clean, dry recycling and other materials.
- Organize the materials into recycled boxes or whatever containers you have on hand.
- Help your child choose a prompt to get started, but let them veer off into other ideas as they arise. The prompts are meant to spark creativity.
- Let your child create independently. Encourage them to solve any design problems they encounter through experimentation.
- When they show you their completed project, ask open-ended, process-oriented questions, like:
 - How did you build this?
 - What problems did you face?
 - How did you solve them?



JEANETTE BRADLEY

author/illustrator of
Something Great

WORKSHOP SUPPLIES

Gather these supplies before you start making.

Print this page and use it as a home scavenger hunt!

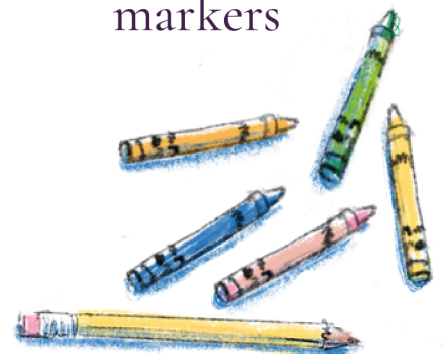
Glue



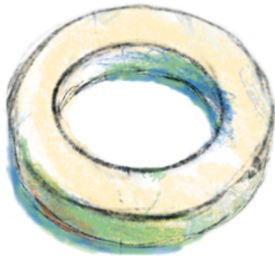
Scissors



Crayons,
pencils, and/ or
markers



Tape



String or yarn



Paper



Clean cardboard & other recycling



MORE SUPPLIES

Recycling/upcycling

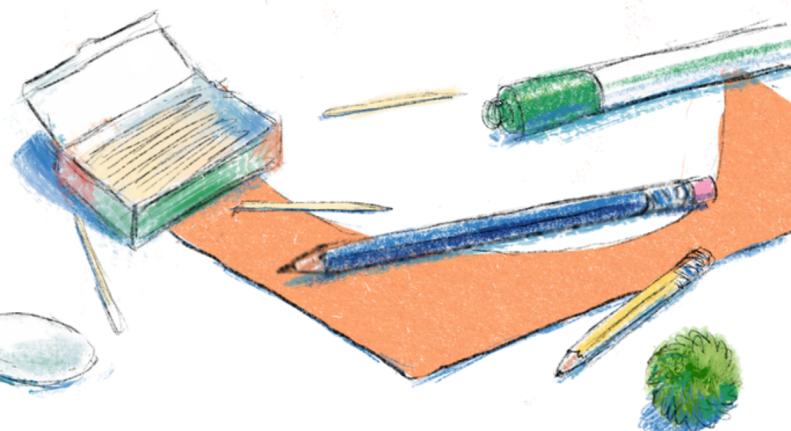
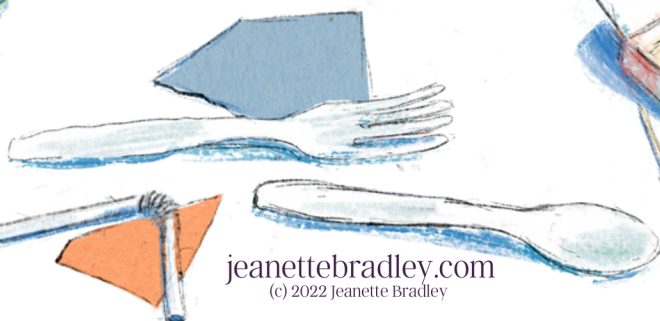
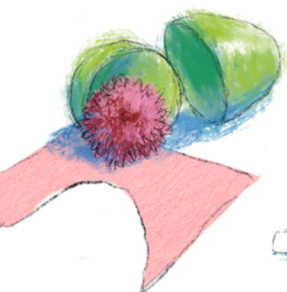
- Broken toys
- Old, ripped clothes
- Used wrapping paper
- Wood scraps/ dowels/ sticks
- Cardboard tubes
- Toothpicks or skewers
- Old silk flowers/plants
- Spools
- Aluminum Foil
- Corks
- Plastic straws & utensils

Surface decorations

- Washable paint
- Glitter glue
- Stickers

Craft supplies

- Pom poms
- Pipe cleaners
- Googly eyes
- Washi tape
- Popsicle sticks
- Ribbon
- Binder clips/paper clips
- Tissue paper
- Modeling clay
- Beads
- Buttons
- Cotton balls
- Felt
- Feathers
- Clear contact paper
- Cotton swabs



ORGANIZE YOUR WORKSHOP

Find a corner of your house or garage that's out of the way, and use recycled boxes or other containers you find in your house to store your supplies.



PROTECT YOUR WORKSPACE

Before you start gluing and painting, cover up the table or floor that you are working on. You can use newspaper, a large piece of cardboard, an old vinyl tablecloth, or anything else the adults in your house say you can use as a drop cloth. This will help make your clean up easy when it's time to put your maker space to bed for the night!

GETTING STARTED

You've gathered supplies and set up your workspace. You are ready to start making! Check out the design challenges on the next page, or do your own thing!

One reminder before you get started:



Quinn spent the morning in their workshop, and finally made something that worked! It took Quinn an *entire morning* to discover Something Great. All makers and inventors encounter challenges, problems, and dead ends when they try new things. That is part of the process of creating! The Wright brothers crashed more than 700 gliders and planes before they finally made a plane that flew!

If you run into a problem when you are making something, don't give up! A design that doesn't work will give your imagination new ideas. Keep trying new things!

QUINN'S DESIGN CHALLENGE

Not sure what to make?
Try one of these challenges as a starting point.

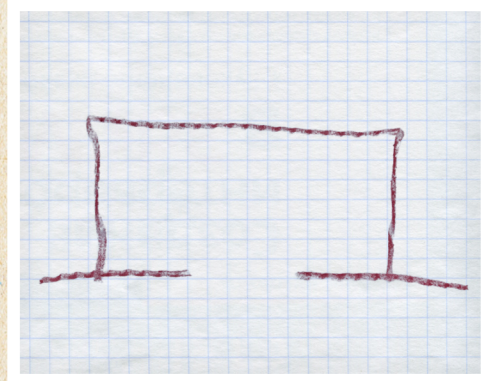
- Make something that flies.
- Make an object that holds another object - or collection of objects.
- Make something you (or a doll or stuffed animal!) can wear.
- Build something as tall as you can.
- Build something as small as you can.
- Create a marble run
- Combine two animals.
- Design something that floats on water.
- Invent a machine that does something



Make your own challenge!

CONSTRUCTION TIPS

1. Start with a plan. This maker wanted to build a balance beam for their dolls. First they thought about what a balance beam looks like from the side.



2. Draw your shape on cardboard before starting to cut. Ask for help if you have trouble cutting through corrugated cardboard, or use thinner options like cereal boxes.



3. Spread glue thinly and evenly. Use binder clips, paper clips, clothespins, or tape to hold your construction in place while the glue dries.

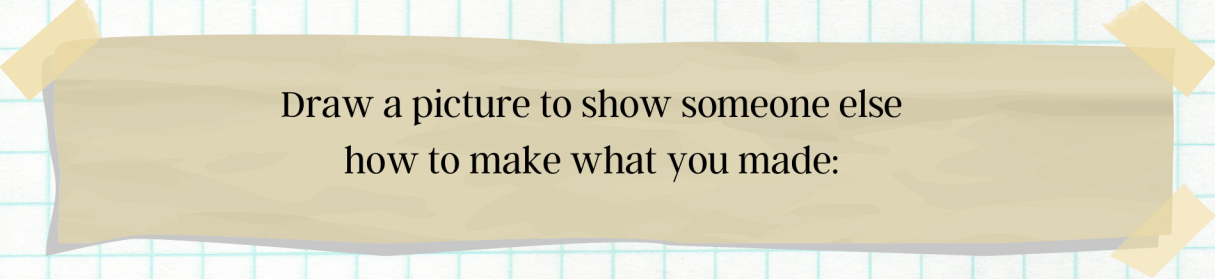


4. Use tape to reinforce spots where you have joined the different pieces of your project.



CONSTRUCTION NOTES

How did you build this?
What problems did you face?
How did you solve them?



Draw a picture to show someone else
how to make what you made: