

Name ..... Date .....

# Maker Moment

 February 22, 2019

Use this week's issue of *TIME for Kids* (Edition 5–6) to answer the questions. For each question, circle the letter next to the best answer.

RI.5.3; RI.6.3

- 1.** Why did Izzy Goldstein and her friends decide to build a bike rack for their school?
- A. to encourage students to exercise more
  - B. to do their part to reduce air pollution
  - C. to start a makerspace in their school
  - D. to promote the use of wind and solar power

RI.5.1; RI.6.1

- 2.** Which item might you find in a makerspace?
- A. 3D printer
  - B. robotic kit
  - C. clay
  - D. all of the above

RI.5.1; RI.6.1

- 3.** What is the purpose of a Maker Faire?
- A. to promote the use of Lego Mindstorms in makerspaces
  - B. to train people how to use a 3D printer
  - C. to provide a marketplace for homemade products
  - D. to give people the opportunity to share their projects

RI.5.1; RI.6.1

- 4.** You can tell from reading this article that makerspaces are
- A. not considered educational.
  - B. only for people in the United States.
  - C. places where students use a variety of skills to solve problems.
  - D. stocked only with high-tech equipment.

RI.5.4; RI.6.4

- 5.** What is another word for *maker*, as it is used in section 3, paragraph 1?
- A. leader
  - B. expert
  - C. inventor
  - D. tutor

RI.5.1; RI.6.1

- 6.** Makerspaces *mainly* encourage students to become
- A. avid readers.
  - B. creative problem solvers.
  - C. confident test takers.
  - D. skilled note takers.

RI.5.2; RI.6.2

- 7.** The section titled “Problem–Solving Play” is *mainly* about how
- A. playing around can lead to problem solving.
  - B. 12th graders use Lego Mindstorms to build their own robots.
  - C. important it is for students to learn to use power tools safely.
  - D. makerspaces are used to solve global problems.

RI.5.7; RI.6.7

- 8.** The photo “Goggles On!” shows
- A. the use of high-tech machines in makerspaces.
  - B. an example of hands-on, experiential learning.
  - C. how innovation can result from play.
  - D. that students do not learn practical skills in makerspaces.

RI.5.8; RI.6.8

- 9.** Dale Dougherty would most likely agree that making
- A. is an activity that students should do only after school.
  - B. rarely allows students to think creatively.
  - C. is both fun and educational.
  - D. should not be a part of the curriculum.

RI.5.2; RI.6.2

- 10.** The author wrote this article to
- A. convince readers that every school needs a makerspace.
  - B. show readers the advantages and disadvantages of makerspaces.
  - C. inform readers about a growing trend in education.
  - D. teach readers how to design an effective makerspace.