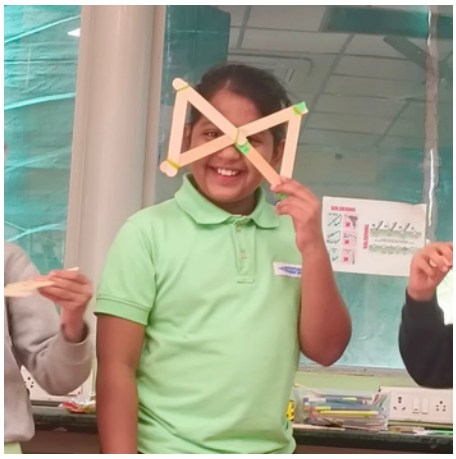
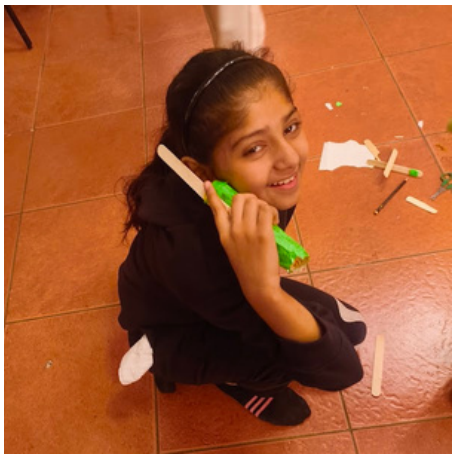
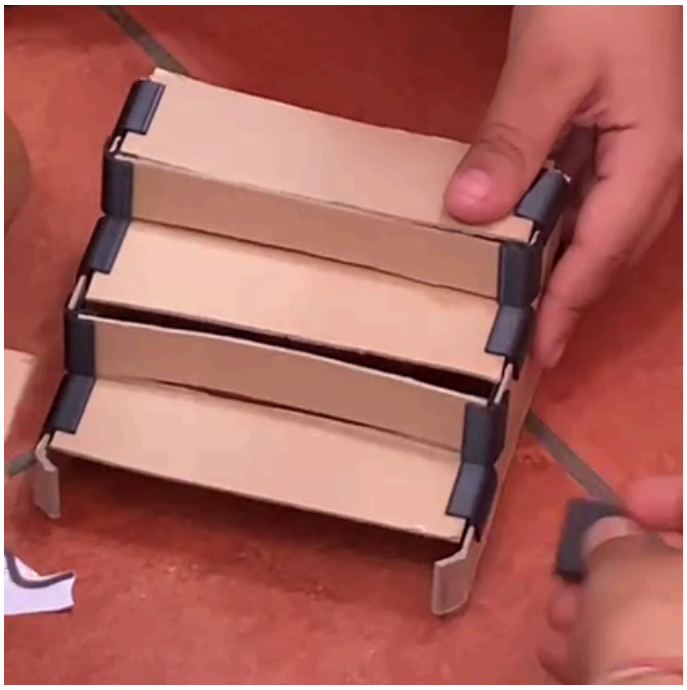
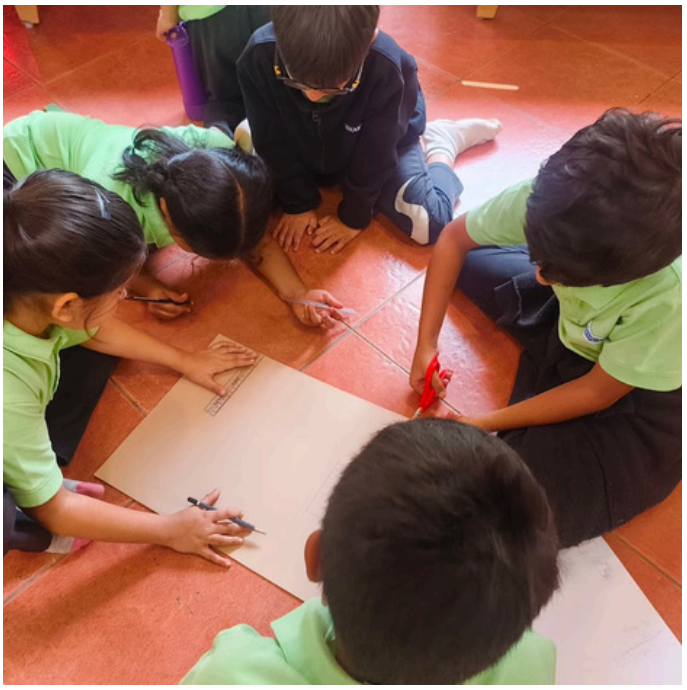
RIVERSIDE

Makerspace

.....November Newsletter.....

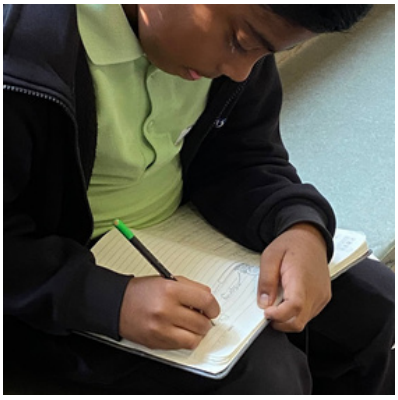
----------Grade 3----------

Grade 3 experienced a wonderful day of learning how to make objects using ice-cream sticks, rubber bands, Cardboard, 3D Printed parts and some scissors and their wild imaginations. They also learned the value of teamwork, leadership and how to manage time and resources well.

----------Grade 4----------

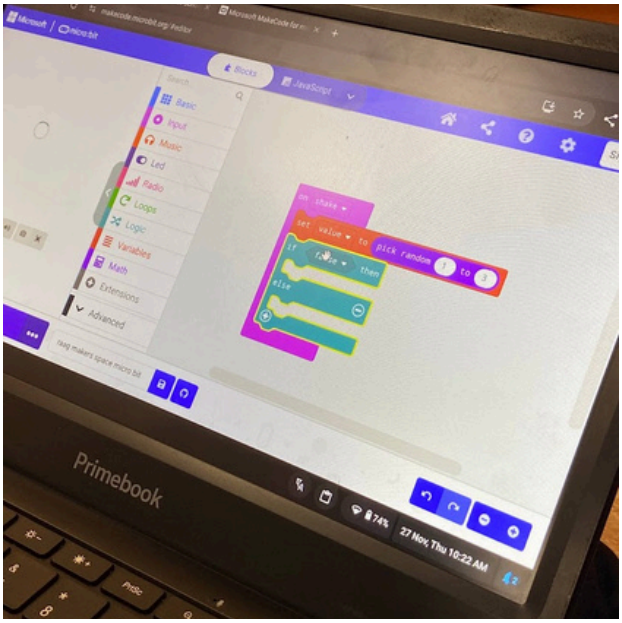
For this session, the goal was to promote an imaginative, out of the box way of thinking. So students were given the task of reimagining a bicycle. How would they make it their own. They were given a variety of craft materials, electronic components, and complete freedom to choose how to customize the bicycle. The results were quite interesting.



----------Grade 5----------

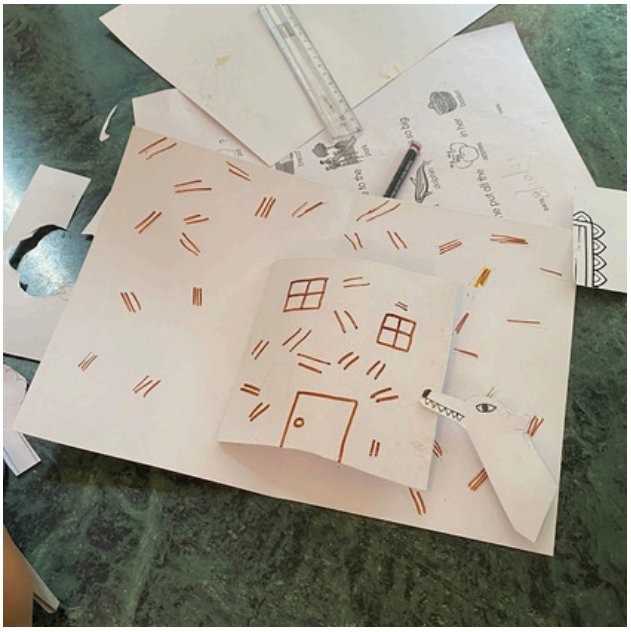
Grade 5 students started working on learning about the micro:bit, a very versatile microcontroller.

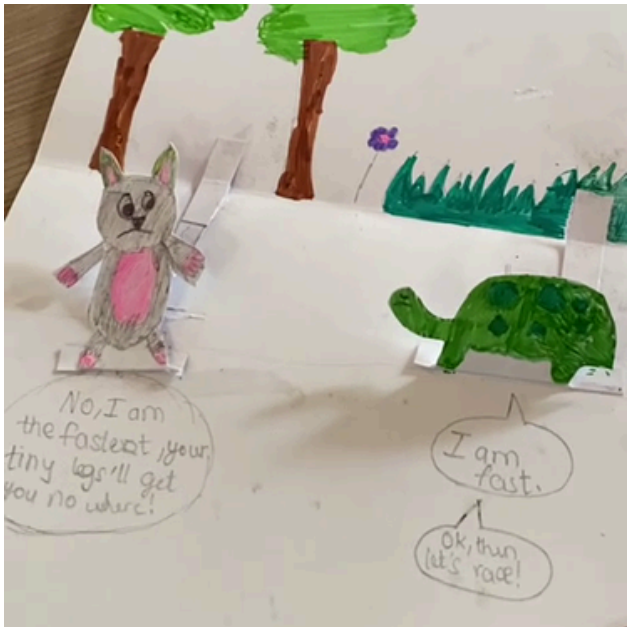
They explored the basics of hardware programming, using variables, loops and conditions. They learned how to make a rock, paper, scissors game, and an obstacle avoiding game.



----------Grade 6----------

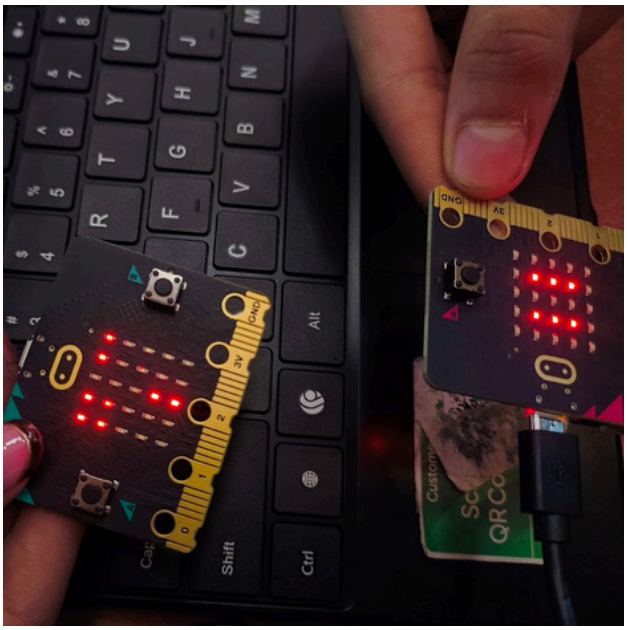
Grade 6 students were introduced to pop-up card mechanisms. The objective was to engage students in an imaginative journey, purely based on their memory. Which means no use of AI, or even google searches for inspiration. They struggled at first, but ultimately they were able to create two awesome pop-up books based on short stories.

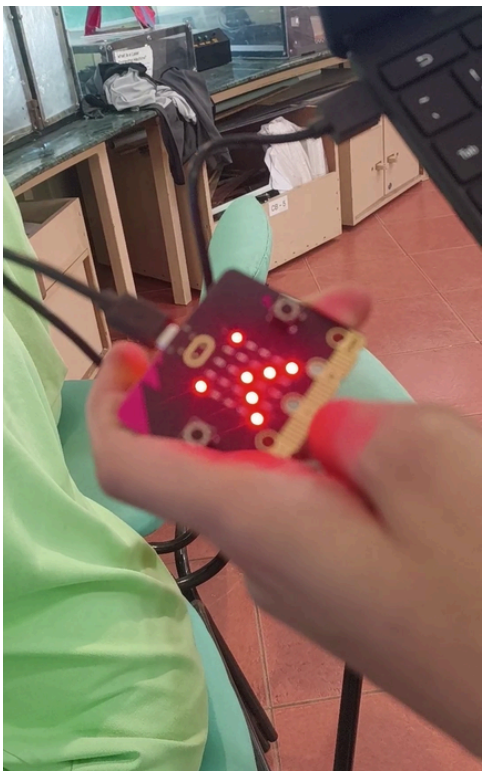




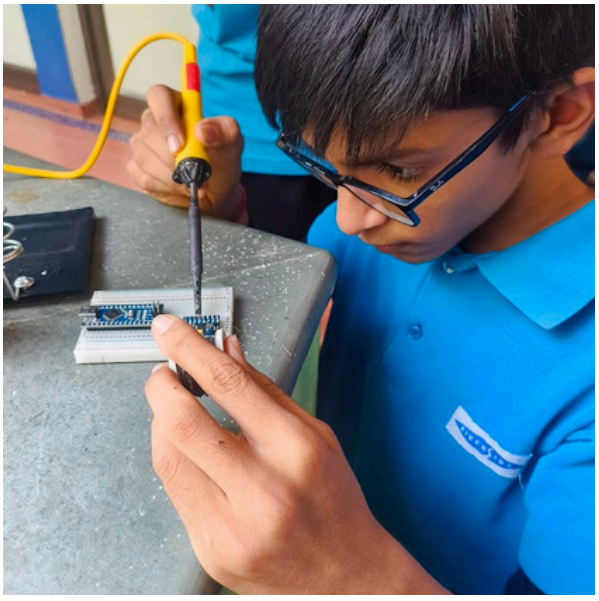
----------Grade 7----------

Grade 7 students started their maker journey by going down the micro:bit route. They learned the various different sensors and components and how to use them to create different projects. They were given the task to come up with an original game or animation using it, and they brought their A- game.





----------Grade 8,9----------



This term, Grade 8 and 9 students began their long-term innovation projects, selecting exciting ideas such as building an RC car from scratch and creating an AI-based gesture analyzer for cricket bat swings. Students received the necessary materials and immediately engaged in hands-on work, practicing skills like soldering, using hand tools, and carefully disassembling old devices to study their internal components.

----------Grade 10----------

Grade 10 students enjoyed a creative open exploration day, giving them the opportunity to pursue hands-on projects based on their personal interests. Some students immersed themselves in terracotta art, experimenting with form and texture to create unique clay pieces. Others chose a more engineering-focused path, working on a prototype of a wireless fish inspired by a DIY submersible, exploring concepts of buoyancy, movement, and remote control.