



Anatomy of a Young Makers Season: At a Glance

Month 1: The New

Get to know each other, introduce new skills and materials through mini-projects, get comfortable making together, and create teams.

- Begin with basic design challenges and mini projects.
- Create club or team identities.
- Start brainstorming youth-driven big projects.
- Begin finding volunteers and mentors.

Month 2: Design and Make

Continue with open-ended, skill-builder mini projects, settle on main project idea, and plan project logistics and timeline.

- Continue activities/projects to introduce new skills and materials.
- Design and prototype.
- Capture and document.
- Work together, then work some more.
- Meet to share and learn.

Month 3: Go, Team, Go!

Keep the momentum going: Keep making, keep documenting, and keep sharing! Share project progress, adjust project plan (if needed), and work through issues.

- Check in on project plans.
- Start thinking about the showcase event.

Month 4: The Final Stretch

Finish what you can, reach a stopping point, and celebrate your hard work and innovation. Host an intensive work session as a final push (if needed).

- Prep for the showcase event.
- Run through “Showcase Event Prep Checklist.”
- Be proud!