



What happens at a Maker's Faire?

From the very first event in April 2006, Maker Faire has been about giving people a chance to “meet the Makers.” In a School Maker Faire, the exhibitors, or “Makers,” are primarily students—either as individuals, clubs, classes or groups—but the adults in your school community should feel welcome as well. The organizers of a School Maker Faire can be teachers, parents, administrators and even students.

At community, featured, and flagship events, tech enthusiasts, crafters, educators, tinkerers, hobbyists, engineers, science clubs, authors, artists, students, and entrepreneurs all come together to show their projects and to talk about what they have learned. Similarly, a school Maker Faire should foster conversations with Makers from a diverse range of making.

From simple conversations and detailed explanations to amazing do-it-yourself demonstrations, Maker Faire is all about participation and sharing. Attendees visit “booths,” ask questions and often touch or operate the exhibits. The bulk of a Maker Faire is projects or exhibits on display, with the creator(s) or “Maker(s)” present to explain and demonstrate. Most often the exhibits are displayed on a table but some may require a larger area, or a wall for display. Some projects may even be mobile and move through the event. Unusual objects that we don't see every day feature prominently.

Maker Faire features innovation and experimentation across the spectrum of science, engineering, art, performance and craft. It's part science fair, part county fair, and part something entirely new. It's not just for the novel in technical fields.

Faire-goers have an opportunity to get hands-on and try something new. A Maker organization, local museum or library, business, or service group might run such an area for hands-on making. The activity could be anything from crochet to soldering to screen-printing. Maker Faires can also get more elaborate with feature performances (i.e. live music or puppetry); presentations and panel discussions (for example: “How to Get Started with Arduino” or “My Job: Making Racecars”); and even food and drink.