

Stages of Making

So what is making? I've proposed that the heart of making is creating new and unique things. I also realize that in order for this type of making to occur, there needs to be some scaffolding so that maker learners can develop a foundation of knowledge and skills. The end result, though, should be maker learners creating new things by and for themselves.

- **COPY** – *make something almost exactly as someone else has done.*

In this age of information abundance, there really are an unlimited number of DIY resources, tutorials, YouTube videos, online instructors and instructions on making all kind of things. These resources provide a good beginning for acquiring some solid foundational skills and knowledge for learning how to make something one has never made before.

- **Advance** – *gain more advanced knowledge and skills by doing similar projects*

During this stage, the maker learner, who desires to learn more about a given skill, project, or product, gains more advanced skills and knowledge by exploring additional and more advanced resources and by using these resources to create more advanced makes.

- **Embellish** – *add something that has been done; add a little of one's self to it.*

When embellishing, maker learners extend their copied projects to include their own ideas. They tailor the copied projects to include their own ideas or embellishments.

- **Modify** – *take what others have done and modify or morph it into something new.*

When modifying, maker learners take something that has been created before and tweak it to make something new. An example is the [cardboard challenge](#) where kids who were inspired by [Caine's Arcade](#) build their own cardboard creations.

- **Create** – *make or create some new, unique, different than what has been created before*

When creating, maker learners create something unique or new. A simple example is when kids (and adults) take apart toys and use those parts to create new kinds of toys. A more complex example was the first folks who created prosthetic arms for 3-D printers.

Getting to **Create** stage will not occur for everyone but the **Create** doesn't have to be that unique or earth shattering. It just means making something – anything more different or unique than what has been made before. I do believe, though, that maker learners need to get beyond the Copy and Advance stages to add something of themselves to their makes. I believe this is what true making is all about.

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Create

create something new, different than what has been created before



Modify

take what others have done; modify or morph it into something new.



Embellish

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Advance

gain more advanced knowledge and skills by doing similar projects



Copy

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