

# HANDMADE

Daniel Hand High School Makerspace

Learning



Fab Lab

*Supporting Independent Projects and Innovation*

# HANDMADE

Language Arts



Engineering



Interior Design



Humanities



Science



Art



World Language

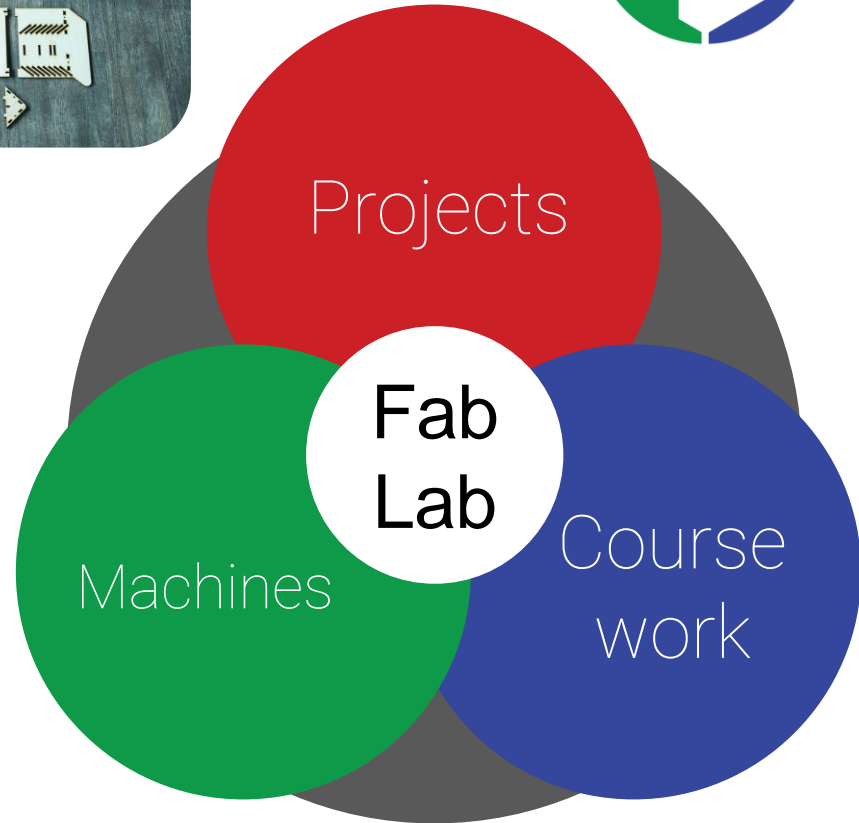
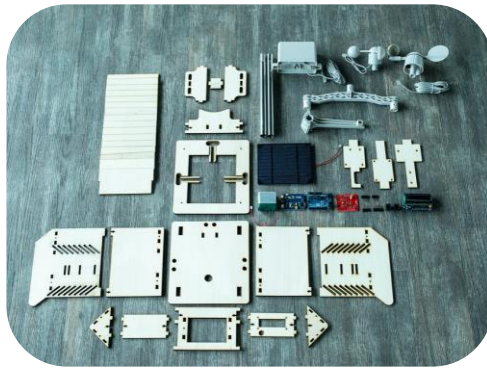


Math



# Vision:

To provide students individual access to digital design and fabrication technologies



# Fabrication Laboratories

A fab lab is a small-scale workshop, offering personal digital fabrication.

Popularized by MIT.

Fits in all educational spaces.

[fabfoundation.org](http://fabfoundation.org)

[mit.edu/about/labs](http://mit.edu/about/labs)

SHU [Idea Lab](#)

[Innovation Center](#)

[Pittsburgh Schools](#)



## Fab Lab + Hand students = Innovation & Creativity

- Fab Labs are a place where disciplines intersect
- An opportunity for independent exploration
- Opportunity to “make” creatively
- Fab Labs provide tools to get started with big ideas
- A place for undirected learning
- Students & staff can level up their technology skill

# Student Access

- Independent Project Classes
  - All students will take I.P. class
- Collaborating with teachers
- Dependent on staffing: access throughout the day & after school

# HAND MADE

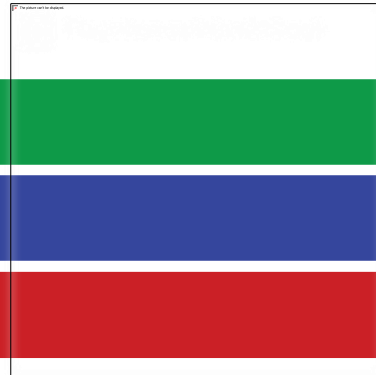




# Corey is a “Fab Lab Guru”

The title is a bit pretentious, but is official. One of a few educators to ever pass ‘Fab Academy’ global course, often for engineers & designers.

Currently works at Fab Foundation education goals by: co-organizing conferences, teaching adult Maker classes, teaching undergraduate & graduate EDU courses, writing/ teaching PD, new electronics course at DHHS and more...



Student-built GPS on a rollercoaster.



EMPATHIZE DEFINE IDEATE PROTOTYPE TEST



**DESIGN THINKING**

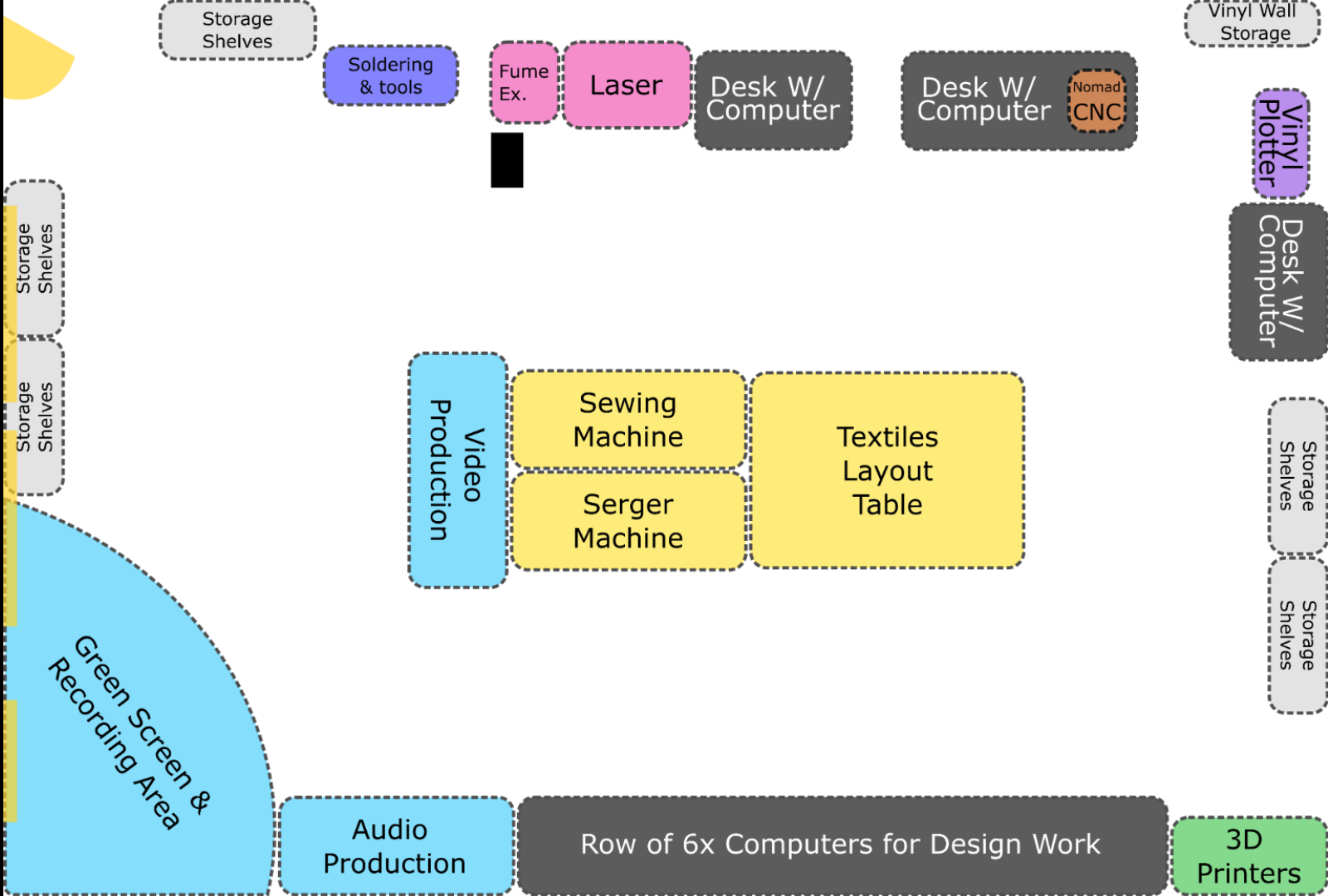


# Fab Lab Stations

- Music & Podcasting
- Video Production
- Animation
- Sewing machine
- Virtual Reality  
(beginner level)
- [Work Area](#)
- Baby CNC milling
- 3D Printers
- Vinyl Cutter
- Laser Cutter
- Design Software
- Electronics Center



Current computer lab in the Library



# 3D Printers

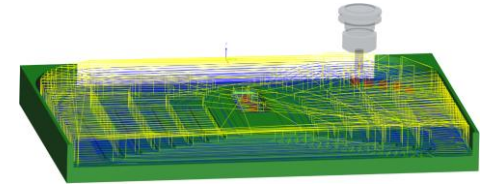
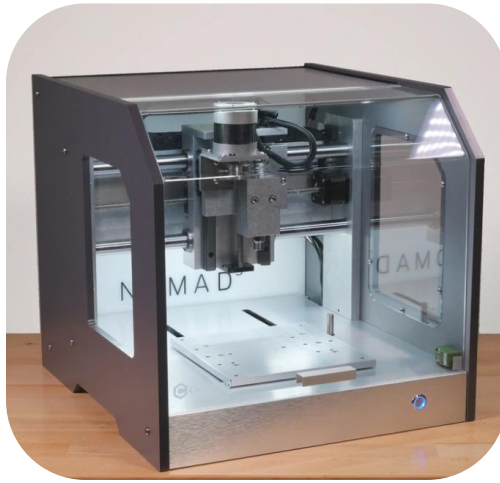


# CNC Milling

## Computer Numerical

**Controlled** machining is how many critical or valuable objects are made - from jet fighters to fine woodworking.

Access to this engineering process helps students better conceptualize their designs.



# Vinyl Cutter/ Pen Plotter

Students can design and cut their own vinyl stickers, just like professional sign shops or marketing departments.

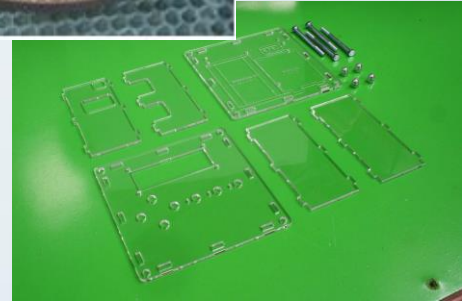


# Laser

Cut or Engrave materials quickly.



Fastest making in a school.



# Lasers can cut many materials



Air filtration is required (see duct above) but can be self-contained.



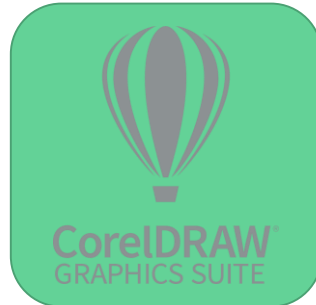


# Design Software 2D and 3D

Students can make  
their ideas into plans.

2D and 3D design software is  
used by designers, engineers,  
machinists, animators, and more.

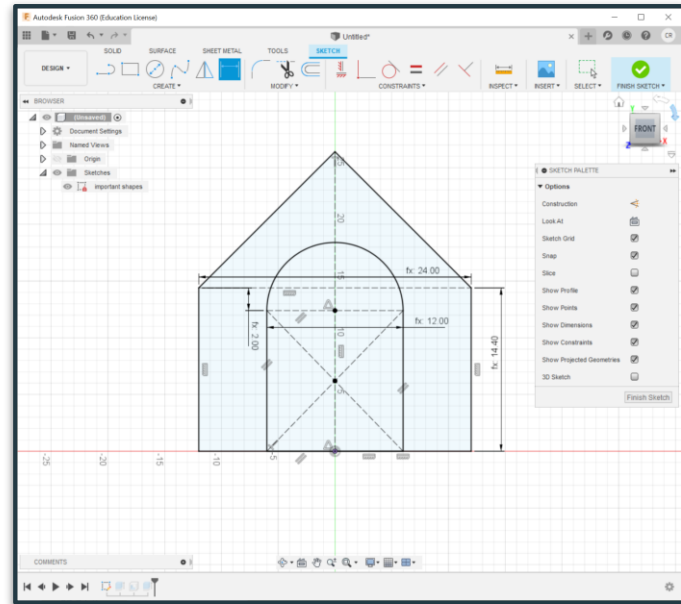
Getting students access to this  
software early helps them prep  
for all those possible futures.



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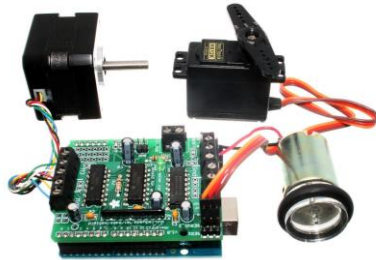
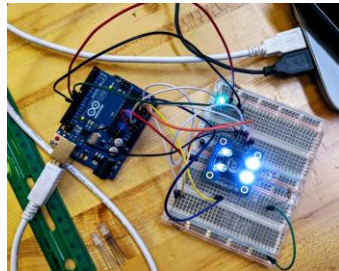
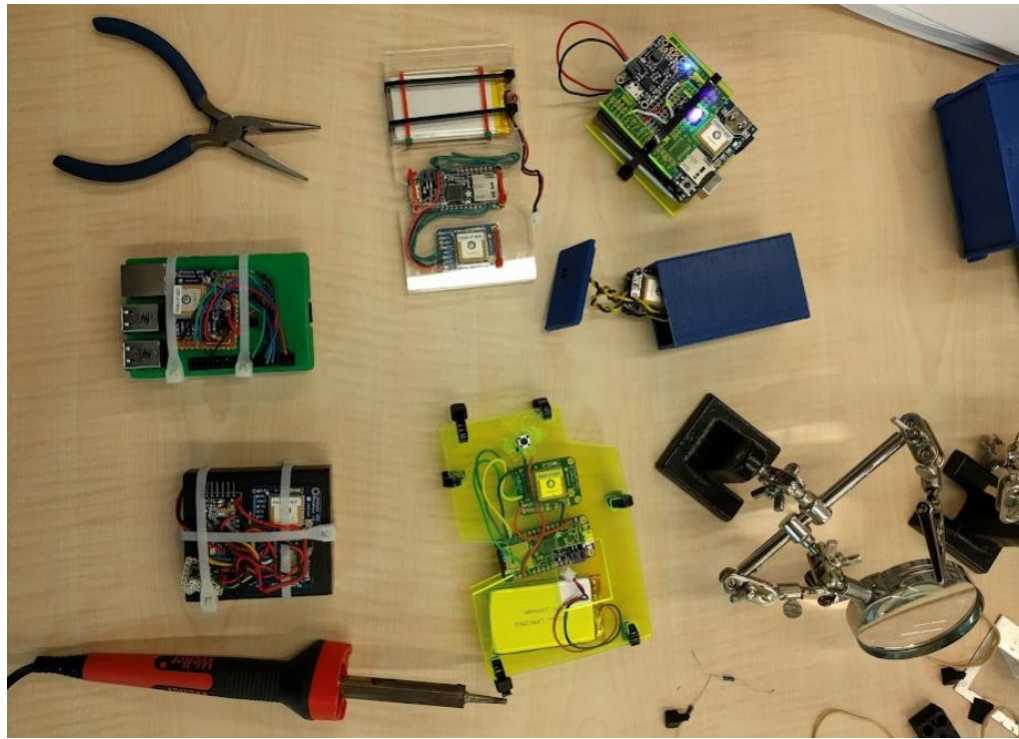


# Electronics Center

Electronics are omnipresent in our lives. Students with access to build or alter them feel more enabled to help build our future technology.

The tools needed are surprisingly affordable and fairly safe to use.

This work supports our science and coding classes in having projects with relevance for students.



# Music Recording & Podcasting



In the last two years, students have been introduced to this technology in some music classes at Polson.

# Video Production



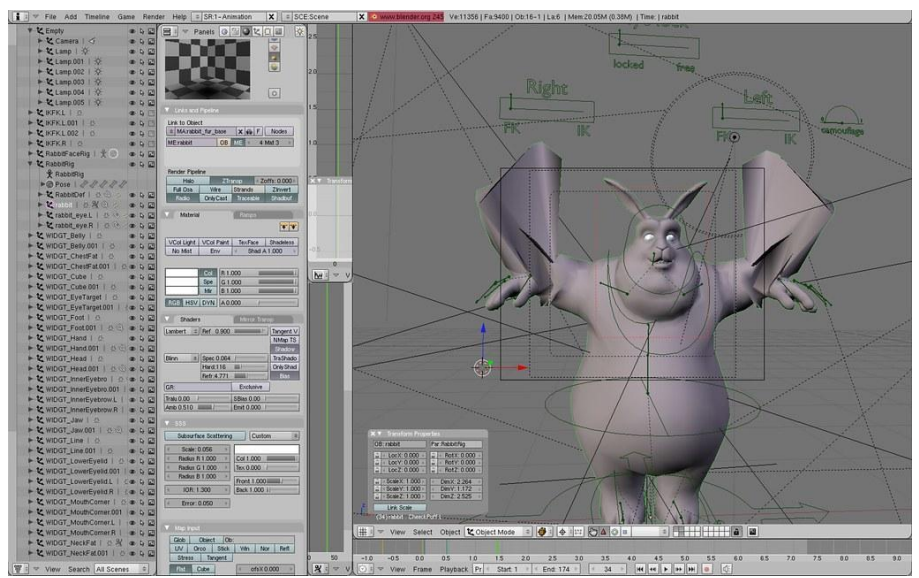
# wevideo

Students have used WeVideo throughout middle school and in video production classes at Hand.



# Animation

## Mac & Animation software



Students are introduced to Adobe Animate in Animation classes at Hand and have no access to it after that class.



# Sewing Machines



# Crafts

Lettering pens

Polymer clay

Art supplies

Yarn

Looms



# Virtual Reality



Google Cardboard has the widest variety of educational content at the moment.

Procuring class sets for the building will provide students with virtual field trips.



# Safety & Storage



Ventilation for the Laser cutter estimate includes a self-contained filtering unit.

All major equipment is contained in **safety boxes that hold back curious fingers.**

Machines with safety boxes **auto shut off** if they are opened during operation.

The most exposed/ dangerous equipment is the sewing machine & soldering iron.

Open and closed **storage units** are included to **keep the room clean & safe.**

# Fab Lab Stations Estimates

These numbers are based on specific purchase suggestions.

The vision is to ensure acquisitions are focused on bringing staff & students access to tools they may not otherwise be able to use for generating products in their independent project or other academic work.

For this reason, some items included are not common in-home devices (such as the laser). Other items (such as high-end VR:Oculus) are not included because they are relatively affordable for a family that is interested in such pursuits. The selections were also curated to ensure a low barrier to entry.

CNC	\$3,000
3D Printer	\$3,500
Vinyl cutter	\$2,500
Laser & Ventilation	\$27,500
Design Software	\$400
Electronics	\$2,000
Recording & Podcasting	\$2,000
Video Production	\$250
Animation	\$1,200
Sewing	\$850
Craft	\$300
Virtual Reality	\$400
Storage & Logistics	\$1000
<b>Total</b>	<b>\$44,050</b>

Category	Startup \$44k	Startup Purchases	Maintainer Cost	Yearly estimates \$3.5k
CNC Machine	\$3,000	<a href="#">Carbide3D 'Nomad'</a>	End mills & material	~ \$200
3D Printers	\$3,500	3x <a href="#">Prusa \$1000</a>    <a href="#">Maintenance parts \$200</a>    <a href="#">Filament \$150</a>    <a href="#">Filament storage \$150</a>    <a href="#">Dehumidifier 2x per bin= \$40</a>	Filament & Parts	~ \$300
Vinyl cutter	\$2,500	<a href="#">Roland GS-24</a> vinyl cutter & vinyl	Vinyl	~ \$500
Laser Cutter & Ventilation	\$27,500	12"x24" 60W <a href="#">Fusion Edge</a> \$23,500    <a href="#">Ventilation \$3,475</a>    <a href="#">Laser accessories \$2000</a>    <a href="#">3xCorel</a>	Air filters, optics & material to cut	~ \$700
Electronics Center	\$2000	<a href="#">Locking Tool Chest \$500</a>    <a href="#">5 Arduino kits \$500</a>    <a href="#">5 Raspberry pi kits \$250</a>    <a href="#">2x Solder stations \$300</a>    <a href="#">electronics supplies \$700</a>	solder + electronics	~ \$300
Audio & Podcasting	\$2,250	<a href="#">Sound mixer \$599</a> , <a href="#">Audiobox \$99</a> , <a href="#">Microphone \$99</a> , <a href="#">Keyboard controller \$119</a> <a href="#">Patch cords 3@\$15 \$45</a> , <a href="#">Sound proofing \$80</a> , <a href="#">Speaker and/or headphones \$530</a>    <a href="#">Soundtrap sub \$4250</a>	Subscription to Soundtrap	~ \$250
Video Production	\$270	<a href="#">Video camera \$150</a>    <a href="#">Tripod \$20</a> <a href="#">Lighting \$50</a>    <a href="#">SD Cards &amp; adapters \$50</a>	No new upkeep (already have subscription)	
Digital Animation	\$1400	<a href="#">Mac Mini</a> ~\$1000	Adobe Animation	\$400
Design Software	\$400	<a href="#">On Shape</a> (free), <a href="#">Tinkercad</a> (free)	Chief Architect (add seats)	\$400
Sewing Machines	\$850	<a href="#">Sewing machine \$300</a>    <a href="#">Serger \$250</a>    <a href="#">Material: \$300</a>	Thread & Fabric	\$300
Virtual Reality	\$400	40 & \$10 each Google Cardboards	Annual replacements (hopefully just a few)	
Storage	\$1000	Shelving & Logistics	More as needed	\$250

