

# 1. Electrified Items

Basic electronic devices (lights, switches, buzzers, motors) are used to highlight features or make projects interactive

# 2. Objects of Art

Creations that represent ideas or physical things in an artistic fashion, such as monuments, vases, or coats of arms. They may portray people, events, things, emotions, imagery, aspirations.

# 3. Kinetic Sculpture, Automata, and Mobiles

Models that incorporate motion, mechanisms, or energy transformations. Can be used to express relationships between ideas or objects.

Ex. Rube-Goldberg machines

# 4. Infographics

Projects where data is expressed in a meaningful context. May show data or trends in physical features, Climate, Products, Economics, Politics

# 5. Inventions and Useful Devices

Tools, gadgets and special creations that are designed specifically for a significant situation or person from history, literature, or modern times. These customized devices address the subject's needs and may be adaptations of existing items or incorporate new technologies.

# 6. Toys and playful items

Playful creations such as quiz games, puzzles, or updated versions of classic toys. They can be used to reinforcing concepts or for illustrating specific themes or content.

Examples: Homemade operation game, game controllers, Mr. Potato head, Mini-golf courses

# 7. Games

Projects designed to be played by groups of students. May be used to share new information or as quizzes on prior learning. Can include elements of Strategy, Skill, Luck, Knowledge

# 8. Storytelling

Projects used to tell a story, or illustrate a process, or compare related things. Examples include Pop-up cards/books, Puppets, Performance props, and Stop-Motion animations

# 9. Structures

Projects where items are built to show structural, mathematical, or architectural principles and relationships. Humanities concepts of user needs and constraints can be integrated into projects.

**10.  
Models of Technical  
Systems and  
Processes**

Use maker materials to make a model of a technical system or process, emphasizing form and/or function. Systems and processes could be Biological, Chemical, Electrical, Mechanical Structural

**11.  
Metaphors**

Similar to the Physical Models of technical systems, these models have a level of abstraction from the target concept to the physical model. Systems and processes could be Economic concepts, Political ideas, Math concepts, Cultural rites, etc.

**12.  
Trophies and  
Tributes**

Pieces to acknowledge and represent significant accomplishments as in sports, music, leadership, technology. Can be medals, plaques, statues, thrones, etc.

**13.  
Collages, Mosaics,  
and Quilts**

Projects where a theme is expressed by a combination of the individual parts  
Can be a set of mating tiles, images, or objects a variety of media: wood, cloth, cardboard, plastic, clay, etc.

**14.  
Stamps, Molds, and  
Dies**

Devices to make repeat images or models. Can be fabric printing, cookie cutters, candy molds.

**15.  
Manipulatives and  
Collections**

Sets of objects, cards, or images used to highlight information and show relationships

**16.  
Dioramas,  
Environments, and  
Models**

Exhibits that showcase events and places, typically without moving parts. May depict folktales, plays, historical times, theater sets, landscapes.

**17.  
Clothing and  
Wearable Items**

Costumes, jewelry, and wearable items that meet a person's needs, or desires. Can incorporate electronics as well as a variety of materials.

**18.  
Promotions and  
Pitches**

Physical or digital Items created for commemoration or promotion. Giveaways for events and places could be figures, plaques or brochures. Stickers can be affixed to fundraiser items.