

Make, Test, Share

Maker Day / one source, many finished assets

E1–E2 / 24 secondary learners • 3 groups of 8 • 3 stations

A fictional 60-minute event. Each group visits every station.

E3 / The full 60-minute schedule

0–5 min

Welcome · 5 min

5–20 min

Rotation 1 · 15 min

20–35 min

Rotation 2 · 15 min

35–50 min

Rotation 3 · 15 min

50–58 min

Share · 8 min

58–60 min

Exit reflection · 2 min

E4 / Group rotations

Group	Rotation 1	Rotation 2	Rotation 3
A (8)	Motion Lab	Bridge Build	Design Story
B (8)	Bridge Build	Design Story	Motion Lab
C (8)	Design Story	Motion Lab	Bridge Build

E5 / Motion Lab

Predict, change length and compare the period in Swing Lab. Hold gravity and bob mass fixed.

Materials: Laptop with Swing Lab; prediction and observation sheet.

E6 / Bridge Build

Build a paper-and-tape bridge spanning 20 cm. Predict, then compare designs using the same coin load.

Materials: Paper, tape, coins and a table; a way to measure a 20 cm span.

E7 / Design Story

Sketch an idea, then tell its story in three panels: first sketch, test and revision.

Materials: Paper and pencils, or a shared whiteboard.

E8 / Reflection: What did you change? What did you observe? What would you improve?

E9 / School, date, location and curriculum alignment are not supplied. Teacher review is required before classroom use.