Maker's Red Box

Turn maker ed into a win-win for both schools and students

In the age of viral cat videos, Twitch streams and TikTok tutorials, textbooks are hardly a winning strategy to get through to children. Hands-on learning, however, might just be educators' new superpower to motivate young minds to explore, design and create – and learn along the way.

From students to superheroes: Maker's Red Box to the rescue

Maker's Red Boxes help you turn kids into avid makers and school labs into inspiring learning spaces. Each box includes carefully designed, STEAM-focused teaching materials with a comprehensive teacher's guide and supporting digital content and comes with a starter kit for 12 students.

Using the power of storytelling, the boxes both guide the creative process and help students gain transferable knowledge through hidden learning. And become the thinkers, creators, problem-solvers and innovators that tomorrow's workplaces will need.

What will you teach?

Each box focuses on developing hard and soft skills like 3D design and printing, laser-cutting, soldering, electronics and robotics as well as teamwork, leadership and critical thinking. Meanwhile, it helps kids figure out their passion, embrace lifelong learning and succeed in school and later as adults.

> *Maker's Red Box offers plenty of opportunities for kids to find their strengths and learn all sorts of new skills. At the same time, it helps teachers to engage students and build better relationships with them.*
>
> Riikka Rissanen, Maths and Physics teacher, Sammonlahti School, Finland

Why Maker's Red Box?

Get through to kids of all ages and abilities

We know that when it comes to education, one size does not fit all. Our teaching materials have been designed to help you tailor instructions to individual strengths and weaknesses.

Say goodbye to classroom boredom

Our frame stories transform students into astronauts, eco-engineers or superheroes, everyday tasks into playful challenges and gaining new knowledge into an effortless, collaborative experience.

Make your technology investment work for you

Challenge kids to combine 3D printing, microcontrollers, hand tools and laser cutters to turn their ideas into functioning objects – and solutions to real-world problems.

Go from zero to hero in hands-on learning

You don't need a background in programming or CAD design. Maker's Rex Boxes are a perfect fit for those who are just getting started with maker education, be they students or educators.

Connect with students on a new, deeper level

Go from a teacher who tells students how things work to a mentor who lets them make discoveries for themselves, including finding their own life goals and the paths to achieve them.

What is it for?

Designed to engage and inspire kids aged 11 to 16, Maker's Red Box teaching materials are best to spread out over 16 two-hour sessions that can run for a term or over five eight-hour summer camp days. In a workshop environment, you will need at least 90-120-minute sessions to make the most of the activities.

The courses do not require any prior experience or special knowledge of maker technologies or fluency in English. Through the frame stories, students become part of a narrative in a way that best suits their backgrounds and abilities without above-average ones feeling bored and below-average ones inadequate.

Who can run the courses?

Teachers, artists, engineers, designers – or anyone, really. Your background does not matter as long as you are willing to take the time to learn how to use new technologies. Makerspaces might seem complex at first but once you get the hang of them, you will see that they are fun, safe and easy to use.

Our boxes contain everything you'll need to plan, prepare for and manage the classes, even if you have never written a single line of code or used a laser cutter before. They come with a detailed, English-language guide, 16 video tutorials and sample objects. The recommended tasks and time frames have been tested for groups of 12 to provide full immersion for participants.

You do not need any special training or qualification to safely run a course in a maker environment. Makerspace equipment is built specifically for educational purposes and comes with closed operating areas and safety switches.

How do I get started?

To start your maker journey, you will need the right place, tools and teaching materials. Maker's Red Boxes help you with the latter. They contain a comprehensive teacher's guide with lesson plans, step-by-step video tutorials for each session as well as technical drawings and codes, which you only need to buy once.

They also come with a starter kit of consumable materials for 12 makers (the ideal group size for our courses). Need extra supplies? All of them are generic items that you can order from us or even buy in the nearest DIY store.

Watch our unboxing video for a sneak peek of what's inside.

> *"I've soldered for the first time in my life and I loved it! I did almost everything by myself, which is quite a big deal for me. This is something I can definitely see myself doing in the future. I'm not sure in what way, but I've got plenty of time to figure it out. I really enjoyed today's session and I'm so happy I've joined this course!"*
>
> – Lili, 12 years old

CONTACT US

Interested in Maker's Red Boxes and how to make them work for you? We are all ears.

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