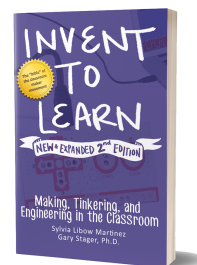


Contact:

Sylvia Libow Martinez, co-author
sylvia@inventtolearn.com
310-567-4243



Invent to Learn: Making, Tinkering, and Engineering in the Classroom

A New and Expanded Edition of One of the Decade's Most Influential Education Books Helps Educators Bring the Creative Spirit of the Maker Movement and STEM to Life in K-12 Classrooms

Torrance, CA – January 11, 2019 In a newly expanded of edition of their groundbreaking book, *Invent to Learn: Making, Tinkering, and Engineering in the Classroom*, internationally respected educators Sylvia Martinez and Gary Stager capture the excitement of the maker movement and share the educational case for bringing making, tinkering and engineering to every classroom.

"The bible of the maker movement in schools" includes new coverage of the BBC micro:bit, Scratch 3.0, littleBits, Hummingbird robotics, laser cutters, equity issues, and lessons from schools around the world.

In this practical guide from Constructing Modern Press, Martinez and Stager provide K-12 educators with the how, why, and cool stuff that supports making in the classroom, library, makerspace, or wherever learners learn.

When 150,000 adults and children attend Maker Faire to learn together, exchange expertise, and showcase their creativity, it is clear that a learning revolution is underway. *Invent to Learn: Making, Tinkering, and Engineering in the Classroom* was the first book to introduce this phenomenon to educators and situate the lessons of the maker community within an educational context. The new and expanded second edition continues bridge building between the maker movement, sound classroom practice, and the future of learning.

As schools embrace exiting new tools like 3D printing, microcontrollers, Arduino, wearable tech, robotics, and coding, *Invent to Learn: Making, Tinkering, and Engineering in the Classroom* helps them enjoy the greatest learning return on investment. The book explores powerful new technologies, places them in a historical context, and advises educators on how to create rich learning adventures in their classroom.

Nicholas Negroponte, Founder of the MIT Media Lab says, "Learning is often confused with education. Martinez and Stager clearly describe 'learning learning' through engagement, design and building. The best way to understand circles is to reinvent the wheel."

Beyond an explanation of "game-changing" ways to construct knowledge with technology, *Invent to Learn* features advice on effective teaching strategies for project-based learning and meaningful STEM experiences for learners of all ages. The book concludes with strategies for "making the case" and inspiration for school transformation.

Legendary educator and author, Herbert Kohl wrote, "*Invent to Learn* is a persuasive, powerful, and useful reconceptualization of progressive education for digital times."

While *Invent to Learn: Making, Tinkering, and Engineering in the Classroom* combines theory, history, practical classroom tips, and countless resources, at its heart is a plea to place the child at the center of learning experience. Schools may purchase technology or designate a makerspace, but the greatest potential will be realized when creativity, construction, and children are the focus.

Holly Jobe, Former President, International Society for Technology in Education says, "Rarely does an education book come along that provides a cogent philosophical basis and an understanding of learning, thinking and teaching, as well as providing practical guidance for setting up effective digital-age learning and "making" environments."

The most underlined passage of *Invent to Learn* according to amazon.com

"This book doesn't just advocate for tinkering or making because it's fun, although that would be sufficient. The central thesis is that children should engage in tinkering and making because they are powerful ways to learn."

Ms. Martinez and Dr. Stager are available for interviews and media.

At a Glance

Called the "bible of the maker movement in schools"

7 languages in-process

Widely cited in scholarship & conference presentations

25% more content than 1st edition

Updated resources

Expanded discussion of fabrication technologies, physical computing, & coding

Classroom vignettes

Research summarized

Advice for advocacy

About the Authors

Sylvia Martinez

Sylvia Martinez was an aerospace engineer before becoming an educational software producer and vice president of a video game company. She spent a decade as the President of Generation YES, the groundbreaking non-profit that provides educators with the tools necessary to place students in leadership roles in their schools and communities. In addition to leading workshops, Sylvia delights and challenges audiences as a keynote speaker at major conferences around the world. She brings her real-world experience in highly innovative work environments to learning organizations that wish to change STEM education to be more inclusive, effective, and engaging.

Sylvia leads the book publishing arm of CMK Futures, Constructing Modern Knowledge Press, publishing books about creative education by educators for educators.

Gary Stager

In addition to being a popular keynote speaker at some of the world's most prestigious education conferences, Gary Stager is a journalist, teacher educator, consultant, professor, software developer, publisher, and school administrator. An elementary teacher by training, he has taught students from preschool through doctoral studies. In 1990, Dr. Stager led professional development in the world's first laptop schools and played a major role in the early days of online education. Gary is the founder of the Constructing Modern Knowledge summer institute for educators and publisher at Constructing Modern Knowledge Press.

When Jean Piaget wanted to better understand how children learn mathematics, he hired Seymour Papert. When Dr. Papert wanted to create a high-tech alternative learning environment for incarcerated at-risk teens, he hired Gary Stager. This work was the basis for Gary's doctoral dissertation and documented Papert's last institutional research project.

Dr. Stager's work has earned a Ph.D. in Science and Mathematics Education and he collaborated on a project that won a Grammy Award. He was recently inducted into the first "EdTech Time Capsule" by the Consortium on School Networking.

Invent to Learn: Making, Tinkering, and Engineering in the Classroom

Available in paperback, hardcover, and Kindle versions at online retailers, or wholesale at CMK Press. Contact sales@cmkpress.com

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Ms. Martinez and Dr. Stager are available for interviews and media.

** To request a review copy of the book or arrange an interview, please email press@inventtolearn.com. **

** Media assets (cover, price, reviews, etc.) available at: inventtolearn.com/about-the-book/#mediakit **

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