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Invent To Learn: Making, Tinkering, and Engineering in the Classroom
*Groundbreaking Book Helps Educators Bring the Creative Spirit of the Maker Movement
and STEM to Life in K-12 Classrooms*

Torrance, CA – May 13, 2013 In a new 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.

When 110,000 adults and children attend Maker Faire to learn together, exchange expertise, and showcase their creativity, it is clear that there is a learning revolution underway. *Invent To Learn: Making, Tinkering, and Engineering in the Classroom* is the first book to introduce this phenomenon to educators and situate the lessons of the maker community in an educational context.

As schools embrace exiting new tools such as 3D printing, Arduino, wearable computers, robotics, and computer programming, *Invent To Learn: Making, Tinkering, and Engineering in the Classroom* helps them get the greatest learning return on investment. The book explores these 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.

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 the technology of the maker movement, but the greatest potential will be realized when creativity, construction, and children are the focus.

Holly Jobe, 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."

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

- To receive 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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