



# UNMAKING



# UNMAKER'S SPACE TREASURE HUNT

This activity works especially with younger children who require gameification.

You may orient the hunt with regards to the function, i.e. Something that spins, instead of the part itself.

- Memory - Something that 'remembers'
- Fan, Motor - Something that spins
- Processor - Something that 'thinks'
- Copper/Metals/Crystals - Something shiny
- Circuit boards - Something pretty
- Wires - Something that connects
- Magnets - Something that attracts
- Mechanical Parts; e.g. disc hub, tray - Something that moves
- LEDs or Lasers - Something that flashes and shines
- Ports - Something you can plug into
- Keys or Buttons - Something you can press
- Gears - Something that turns

Encourage the children to find these and add them to their treasure pile. Encourage to find things not on the list, like springs. Ask them what they believe each part does and contributes to the entire system.

## Re-Making

You can help the kids connect certain parts to a simple battery-powered circuit to make them spin and move again. This is considered an 'extra for experts' for those who have completely finished their Unmaking.