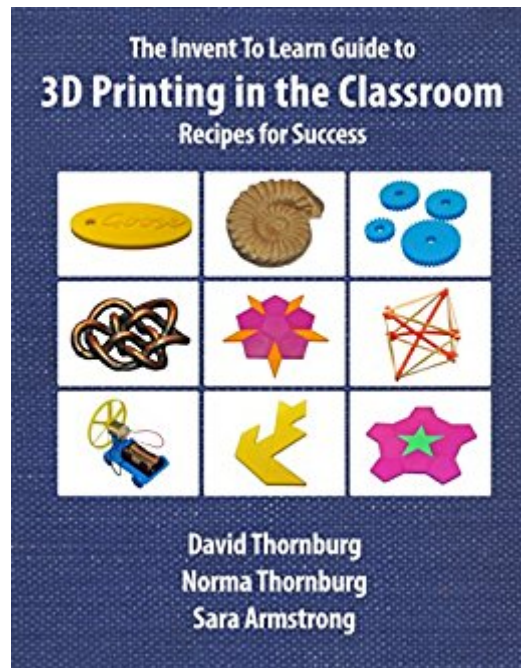


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# The Invent To Learn Guide To 3D Printing In The Classroom: Recipes For Success



## Synopsis

This book is an essential guide for educators interested in bringing the amazing world of 3D printing to their classrooms. Learn about the exciting technology, powerful new design software, and even advice for purchasing your first 3D printer. The real power of the book comes from a variety of teacher-tested step-by-step classroom projects. Eighteen fun and challenging projects explore science, technology, engineering, and mathematics, along with forays into the visual arts and design. The Invent To Learn Guide to 3D Printing in the Classroom is written in an engaging style by authors with decades of educational technology experience.

## Book Information

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## Customer Reviews

I inherited a MakerBot Replicator 2X when I moved into a new classroom space, and this text has been a great way to get my feet wet with the nuts and bolts of getting the most out of the printer without simply relying on designs from Thingiverse. There's a lot here that fits with the

CMK/MakerEd ethos of being willing to take off the teacher hat and put on a learner hat. The "recipes," while prescriptive, are helpful in making me feel at ease working with an expensive piece of school purchased equipment. I'm glad my school's Director of Libraries got this book, and can see it being a great resource in the year ahead as our middle school's makerspace takes off.

The Invent To Learn Guide to 3D Printing in the Classroom was a great overview of the different types of 3D printers, CAD programs and what they are capable of, types of plastics used and why and some great projects to try using the different CAD type programs. I found this very informative and a great launching pad into 3D printing.

I quickly read through the book today. I am glad it was easy to read with a wealth of information. I needed a quick start up guide for working 3D in the classroom. There are several class activities that I can incorporate, as I work through a semester of classes. Can't wait to see more from these authors.

I've been interested in learning 3D Printing, from design to production, since I first heard of this new emerging technology. I happened to be browsing and found this ebook available for free for a limited time so I went ahead and downloaded it. I'm happy I did because now I feel I have a better understanding about the 3D printing process and how simple it can be. The author makes it look easy to do so if I do decide to create my own 3D products in the future based on what I've learned from this book I will feel more comfortable applying that knowledge. The book includes lots of great tips and information that you should be aware of and websites where you can see what other people have created, tools needed, software needed to design your products, as well as how to choose a good 3D printer, if you're looking to purchase one. It is good, not just for the classroom, but for anyone wanting to learn 3D Printing design and production.

This book is fantastic. I like how it demystifies the opportunity that 3D Printing avails learners in the classroom. It even has lesson plans and suggestions for how an educator can integrate it into the curriculum. I have a great deal of respect for the authors and feel that they produced a resource that should be read by anyone interested in adding another dimension to learning.

Without this book, I cannot imagine how a teacher could get started with 3D printing quickly and easily. Highly recommended.

A fantastic book for educators starting out with Computer Aided Design and Computer Aided Manufacturing or for those looking for simple yet meaningful projects to use with learners of various ages and abilities.

This book introduces 18 projects. Some of them are good for 3D printing, but more than half objects can be created easily by conventional methods, such as cutting thin wood boards, etc. Therefore, I think the value of this book is not high.

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