



Craft and Tinker

Do you have a favorite blanket? What do you like about it? Did someone make it for you? A blanket helps keep you warm. It solves a problem.

Makers make or craft objects. They make changes or tinker, too. This helps to make their crafts even better.

Steps

1. Learn the basics
2. Craft with purpose
3. Tinker with your craft

Purpose

When I've earned this badge, I'll know how to craft and tinker to make useful objects.



Words to Know

Craft: To make something with care, skill, and imagination. What you craft solves a problem.

Feature: Any part of an object that is useful, fun, or different from other similar objects.

Invention: A new idea or object.

Maker: A person who creates art or designs objects.

Material: What something is made of, such as wood, clay, metal, or fabric.

Purpose: What an object is meant to do or be used for. It's the object's goal.

Tinker: To make changes in order to make something better or different.

Tool: An object used to do a job or change a material.

Upcycle: To use materials that are old or were thrown out to make something new.

User: The person, people, or group that uses an object.



Step 1: Learn the basics

Do you like making things with clay? Building with wood? Jewelry-making? There are so many things to **craft!** Some objects are made by machines. Others are made by a person. **Makers** craft things people can use. They craft things to wear. They craft things to eat.

Makers use **materials**, such as fabric, paper, and wood. They use **tools** to put the materials together. Makers are also safe! They use tools with care and skill.

Choices—do one:

Find the right tool. Scissors cut paper and string. Tape and glue hold materials together. Look at crafted objects. What tools might have been used? Can you match a tool with what it does? Then practice using the tools like a maker!

What crafts and inventions can you name?

Explore more on page 4!

Find crafts and inventions around you. An **invention** is a new idea or object. Search your space for crafts and inventions. What does each do? What are they made of? Were they made by a person or machine?

10"
9"
8"
7"
6"
5"
4"
3"
2"
1"

INCH

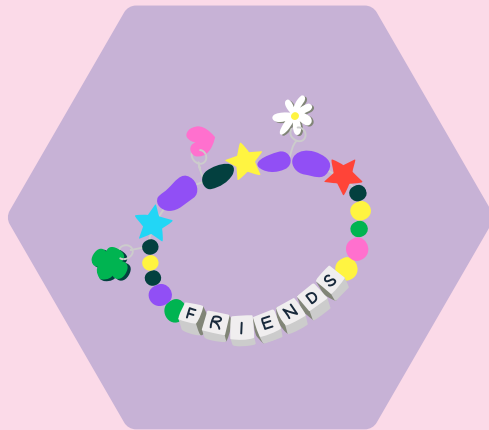
Build Your World

Makers use materials and tools to craft. For example:



Potters make **ceramics** such as bowls, cups, and vases from clay.

Carpenters use hammers, nails, saws, and other tools to craft **woodwork** such as sculptures, boxes, and furniture.



Makers craft **jewelry** such as necklaces and earrings with beads, string, and wire.

Makers can craft **digitally** with a computer. They might build a house with a 3-D printer. They might design posters.



Step 2: Craft with purpose

A craft is a useful piece of art. It has a goal or **purpose**. It helps solve a problem. You can snuggle under a blanket. Jewelry can show your style.

Makers craft an object with parts and features. A **feature** is any part that is useful, fun, or different. The person who uses their object is called their **user**.

Choices—do one:

Solve a problem. Choose a craft to make. What's its purpose? What problem will you solve? Will you play, wear, carry, or do something else with it? You might make a bag for books. You might make a pet toy. Make your craft. Add features.

Make a gift. Decide what to make. What's its purpose? Who

might like the craft? A friend, loved one, or pet? Find out more about your user. What's their favorite color? What do they like to do? What features could help them? Use what you know to make the gift.



Need ideas for what to craft?
Check out page 6!

Try It Out: Beautiful and Useful!

Crafts can be helpful. They can be beautiful, too!
For example, you might have an adult help you:

Create a pinch pot to hold objects.

Press your thumbs into a ball of clay. Pinch around the dent to shape the sides. Try to keep the clay even all around.



Weave a paper basket for fruit.

Cut strips of paper. Weave them over and under one another. Use tape or glue to hold them in place. Fold the woven paper into a box. Tape the sides. Add a paper strip for a handle.

What's the Use?

People craft objects to solve problems.

Can you draw a line to match each object with its purpose?

What are you making?

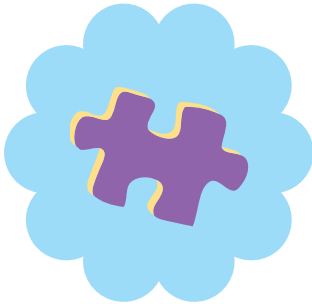
What's the purpose?



To wear



To play



To drink from



To eat

Step 3: Tinker with your craft



Do you have a favorite shirt? What do you like about it? The color or the fabric? What could make it better? How about different sleeves or a pocket?

When you **tinker**, you change something to make it better or more useful. Imagine a tote bag made from canvas—old blue jeans would be stronger and better for the planet! Sometimes makers even make something entirely new. They might tinker with a T-shirt and end up making a pillow!

Choices—do one:

Change it up. Share what you made in Step 2. What's its purpose? Who is your user? How did you make it? Then brainstorm how you could tinker with it. Maybe you change the materials or help a different user. Choose one or more ideas to sketch and try out.

Add something new. Tell others about what you made in Step 2. Share its purpose and user. How did you make it? Then brainstorm how to tinker. Did you make a puzzle? Make a box or bag to store it. Did you make a box that could become a lunch box? Choose one or more ideas to sketch and add to your object.

**Looking
for
tinkering
ideas?**
Check out
the next
page!

Change Is Good

Makers tinker to make changes.
For example, they:

Try a new material.

Use a different kind of fabric.
Switch out plastic for wood.

Try upcycling. When you **upcycle**, you tinker with old materials, such as an old T-shirt or egg carton, to make something new.

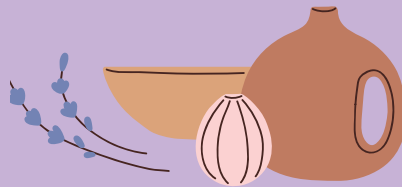
Try a new design. It's okay to change a craft's purpose. Turn a puppet into a stuffed animal. Turn a dog toy into a cat toy!

Try to add something new. A pencil box might have a smaller box inside for erasers. A bracelet might have a charm.



Welcome to the Maker Club!

In the past, people made everything by hand (some still do!). They crafted and tinkered to make their own bowls, clothes, and toys.



Over time, people shared their skills. Someone made candles. Someone else made blankets. They shared, traded, or sold what they made. Later, people invented factories. Factories are buildings with machines that can make things quickly. They can make cloth. They can make cars and chairs.



Today, people still like to make things and DIY (Do It Yourself). Technology has also changed how we craft and tinker. You can watch “how-to” videos. You can buy materials online. You can use tools such as computers, 3-D printers, and robots.





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