Ideas to document your project:

Notebooks. At our first meeting, we often distribute a Maker's Notebook to make sure that each Young Maker has a place to sketch concepts, jot down notes, paste in inspiring clippings and printouts, and so on. Young Makers have found it helpful to bring their notebooks to Maker Faire so that they can answer questions about what they've done and also show off the hard work they put into their project. Paper is low-tech and affordable by all.

Blogs. Blogging software is pretty easy to use, and multiple teammates can contribute to a blog, whereas it's harder to share a notebook. If members keep Maker's journal online, adding photos as they go along, they'll have a pretty rich record to tap later.

Project Binders. Simplify and revise what has been recorded in the notebooks to create scrapbooks of the projects. Three ring binders are wonderful tools since they allow you to collect all sorts of different printed material (component spec sheets, press clippings, sketches on napkins...) in one place. You may prefer a binder to a bound notebook because of the flexibility. It is also helpful to date everything you put in the binder. That provides an accurate historical record that becomes increasingly interesting over time.

Photos. Take candids of the team working together and time-lapse shots of the project forming, as well as well-staged explanatory photos in case you want to write up their project as a "how-to" someday. Snap pictures of materials before and after adding them to the project. Sure, it helps to have an amazing camera, but you can also just ask the Young Makers to use their phone's camera. If you create a Flickr set or collection of photos online, please be sure to add "youngmakers" to your tags. License photos as Creative Commons images as appropriate, and then email any links to sets to contact@youngmakers.org.

Posters. After Maker Faire, Aaron Vanderwerff asked his students to create posters describing their work on the project. The posters were designed to be similar to posters which scientists and engineers create to share their work at professional and academic conferences. The posters included a description of the project, a key scientific concept the project exhibited, an explanation of how one piece of technology worked on their project, and the students' conclusions about the project.

How-tos. Give back to the DIY community and the Maker movement by having your Young Makers write up their projects and add them to Make:Projects, Instructables, or another DIY community website. Having to explain how to do something to another person often helps learning "stick" better in the long-term.

Slideshows. Have your members tell their stories through a slideshow. You can give them free rein with the length and number of slides, or challenge them to use a quick-and-lively format like Ignite http://en.wikipedia.org/wiki/Ignite_(event) or Pecha Kucha http://en.wikipedia.org/wiki/Pecha_Kucha, both of which limit the number of time and images the speaker can share. Using the slideshow format gives you automatic content for future fundraising and recruitment presentations.

Videos. Bring a digital video camera to all build sessions and meetings. Joseph, from the team that created Saphira, created a fantastic "trailer" to show off the animatronic, fire-breathing dragon he helped to build. And don't forget, video is much easier to move around than a machine with propane and an 8.5-foot wingspan. While a good microphone would be great for capturing the conversations and sounds of building, it's not essential as you can always add voiceover or an energetic soundtrack over the footage you capture.

Digital Stories. Digital storytelling combines photos, video, animation, sound, music, text, and often a voiceover to create a short 2- to 3-minute multimedia narrative. The Center for Digital Storytelling has used this technique to have their storytellers reflect on their lives and work, and it has also been used with young people to reflect on creative projects of their own design. While we don't have any favorite tools for classroom or club use, and video editing is getting easier all the time, a quick online search of "digital storytelling" will get you some of the latest news on how you can bring this to your students. Often, the voiceover in a digital story is recorded with a quality microphone.

Project Books. At the end of the project, you can put together your best photos of the finished project and the process of making it, and print these out on a nice printer so that the members have a permanent record of the project. Or consider printing custom photobooks (from Blurb, Apple, Lulu, etc.) that the members can keep in their portfolio to show off how they spent their months of work.