

# MAKING + LEARNING



MAKING – AN EDUCATIONAL INTERVENTION

Why are you here?

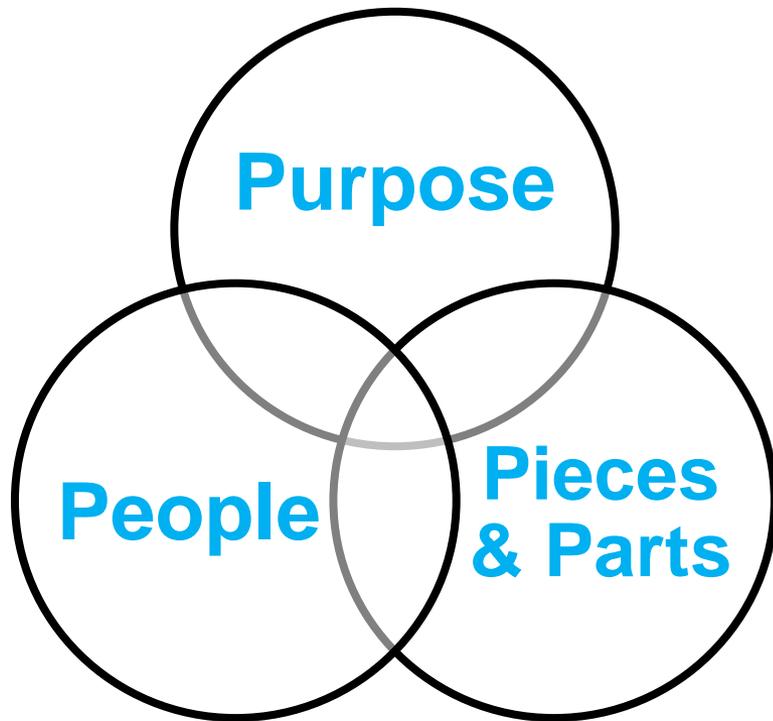
What do you hope to learn?

Who are you serving?

Why MAKE?

**Please write your thoughts on the flip charts around the room as you eat and network.**

# Linking the Framework to Learning



Learning

## **PURPOSE**

What is your mission?

Why are you making?

How does making tie into your organization's mission?

## **PEOPLE**

Who is on your team?

What are their passions?

How can they help you build your program?

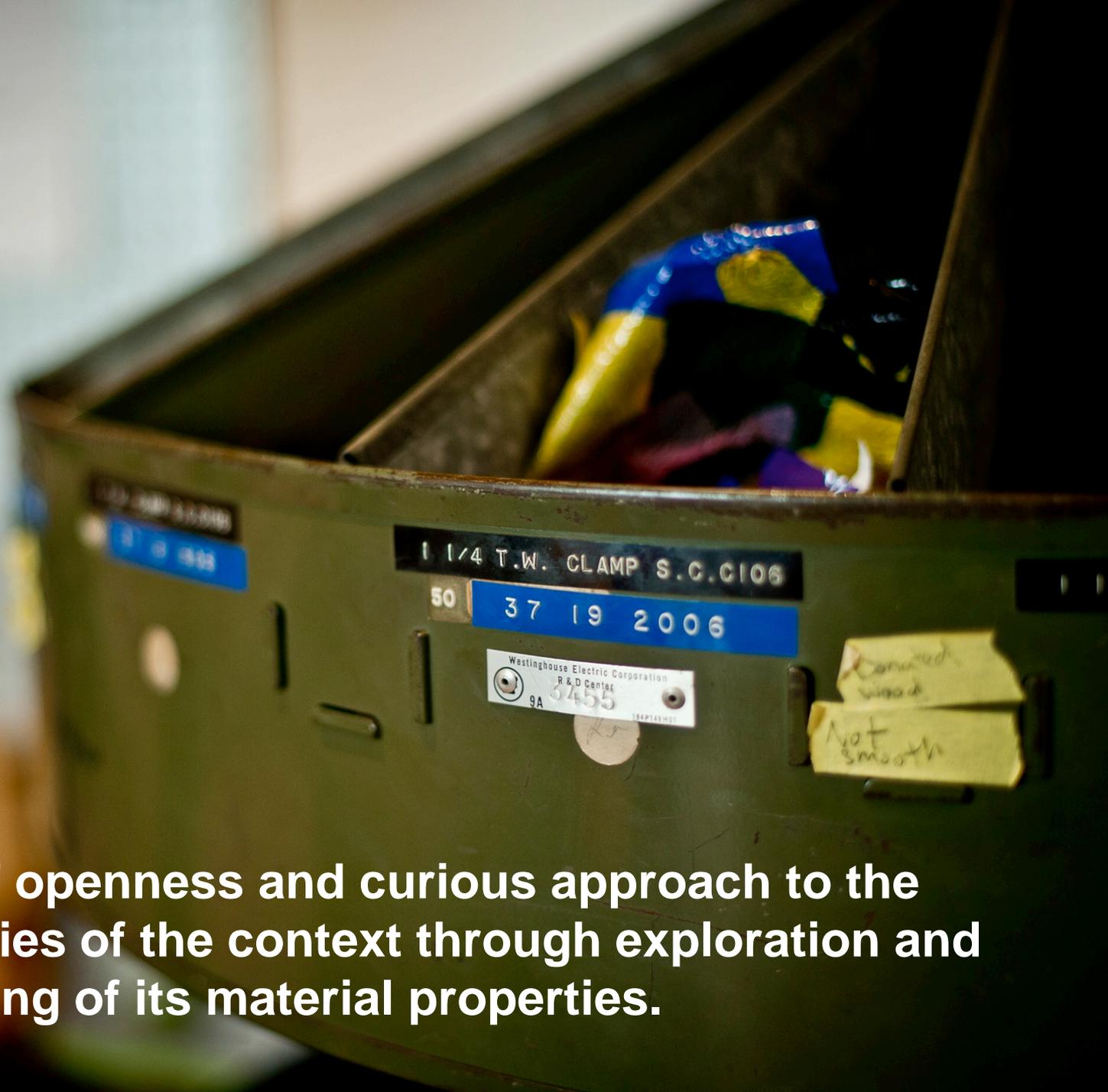
## **PIECES & PARTS**

What tools do you have to work with?

- High tech
- Low Tech
- Recycled

**Learning Practice**

Inquire	Learners' openness and curious approach to the possibilities of the context through exploration and questioning of its material properties.
Tinker	Learners' purposeful play, testing, risk taking, and evaluation of the properties of materials, tools and processes.
Seek & Share Resources	Learners' identification, pursuit/recruitment and sharing of expertise with others; includes collaboration and recognition of one's own not-knowing and desire to learn.
Hack & Repurpose	Learners harnessing and salvaging of materials, tools and processes to modify, enhance, or create a new product or process; includes disassociating object property from familiar use.
Express Intention	Learners' discovery, evolution and refinement of personal identity and interest areas through determination of short and long term goals; includes learners' responsive choice, negotiation, and pursuit of goals alone and with others.
Develop Fluency	Learners' development of comfort and competence with diverse tools, materials, and processes; developing craft.
Simplify to Complexify	Learners' demonstration of understanding of materials and processes by connecting and combining component elements to make new meaning.



## INQUIRE

Learners' openness and curious approach to the possibilities of the context through exploration and questioning of its material properties.

# TINKER

Learners' purposeful play, testing, risk taking, and evaluation of the properties of materials, tools and processes.





## SEEK & SHARE RESOURCES

Learners' identification, pursuit, recruitment and sharing of expertise with others; includes collaboration and recognition of one's own not-knowing and desire to learn.



## HACK & REPURPOSE

Learners harnessing and salvaging of materials, tools and processes to modify, enhance, or create a new product or process; includes disassociating object property from familiar use.

**EXPRESS INTENTION**  
**Learners' discovery,**  
**evolution and**  
**refinement of personal**  
**identity and interest**  
**areas through**  
**determination of short**  
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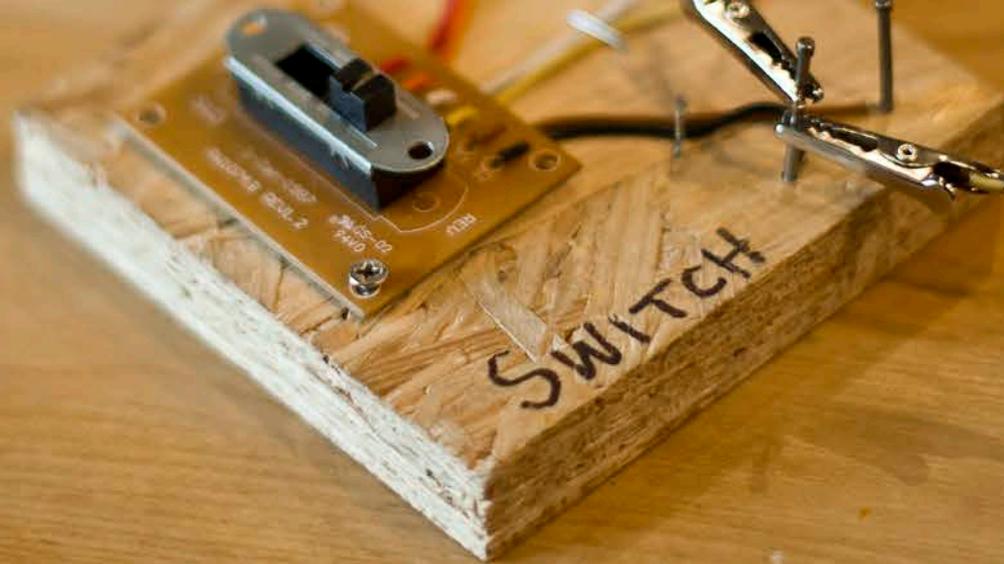




**DEVELOP FLUENCY**  
**Learners' development of comfort and competence with diverse tools, materials, and processes; developing craft.**

## SIMPLIFY TO COMPLEXIFY

Learners' demonstration of understanding of materials and processes by connecting and combining component elements to make new meaning.



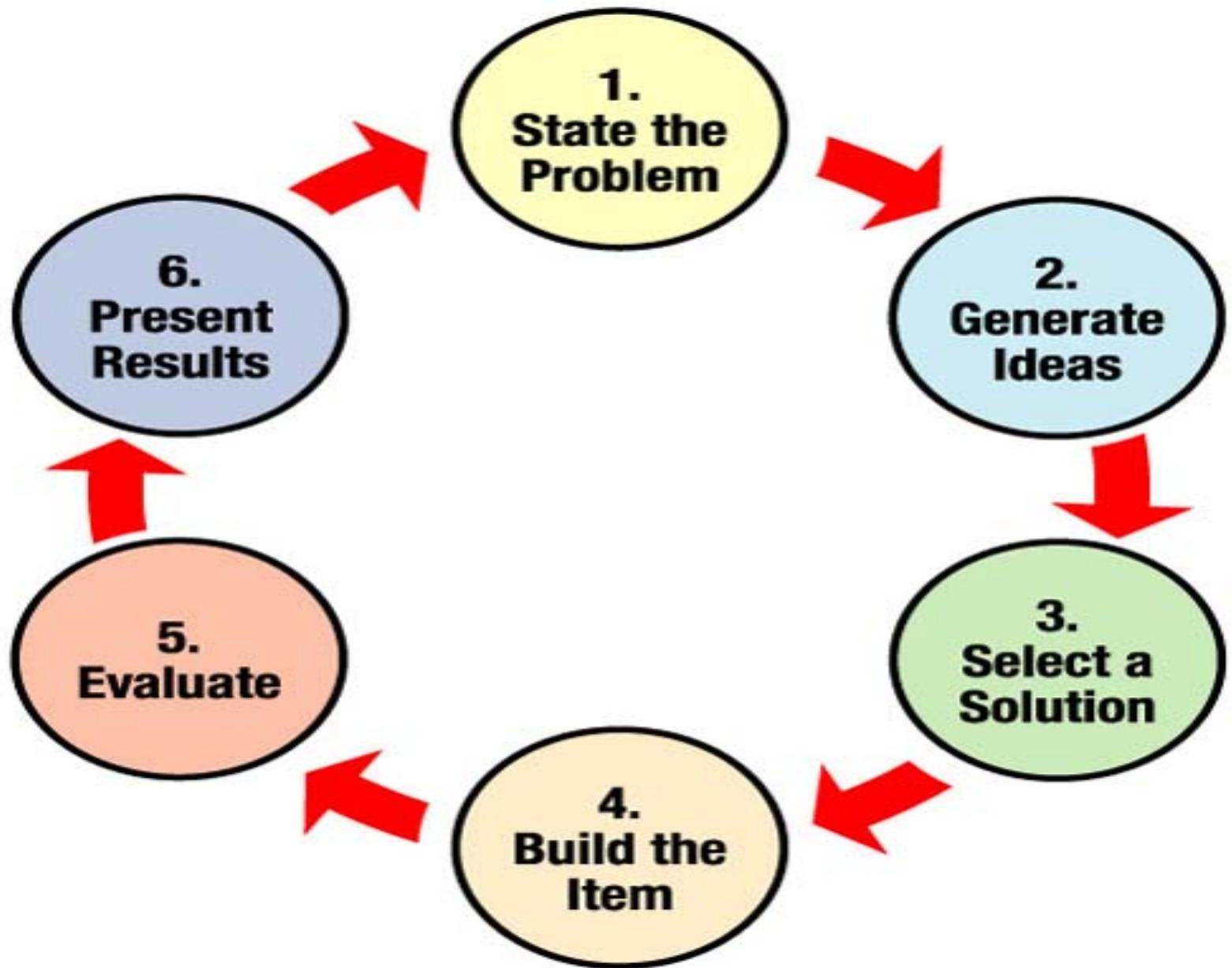


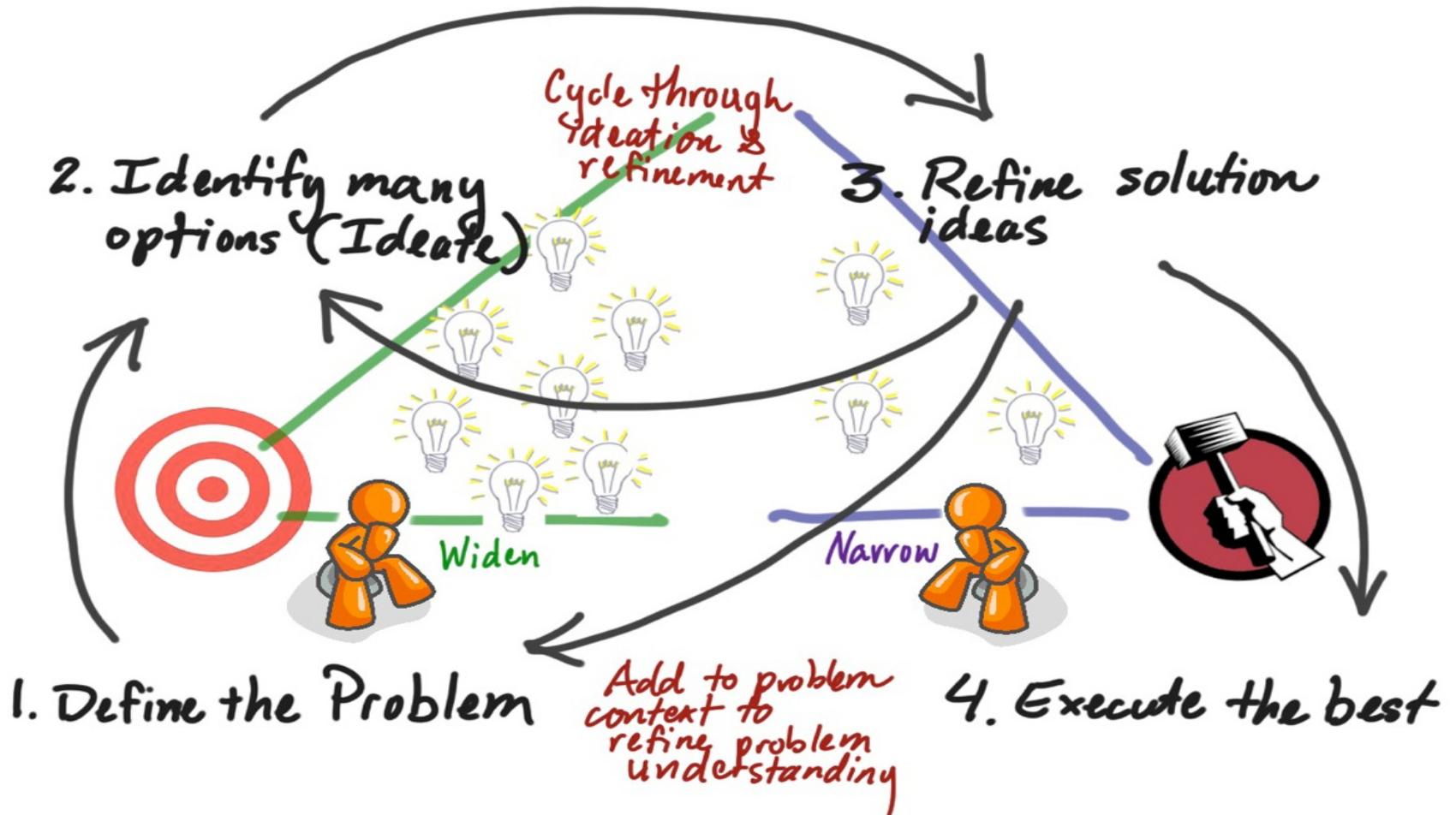
# Making-Based Discussions

## Engage in the making activity

- Write down examples of engaging in the practices
- Discuss







# DESIGN THINKING (FOR STUDENTS)



Project/Challenge

