

# Maker Methodology

A design process for creating Maker projects that fit teachers and their students

Design processes in any discipline create solutions to problems. While there are many ways that people solve problems, designers often use a design process because it offers a clear roadmap for them to follow as they work towards a solution.

It's certainly possible to create a lesson plan without using a design process. However, design processes are excellent tools for general problem-solving as well as creative design - that's why we offer the Maker Methodology to guide teachers creating Maker projects. It's a reliable way to create and recreate projects that meet your learning goals, fit your constraints, ignite student enthusiasm, and help you grow professionally:

First, you must **DEFINE** the content standard or skill you want your students to demonstrate with this project. Next, you do a little research to **DISCOVER** other projects that can inspire you.

**DESIGN** some project ideas with creative brainstorming, and **CHOOSE** a promising idea to explore. Push yourself to come up with 3 promising ideas before committing to one: if you hit any roadblocks, you'll be able to revisit an alternate design plan and choose a new direction - without starting from scratch.

Use your favorite lesson planning templates to **PLAN** the details of the students' project work: Schedule work periods, book spaces, organize materials, etc. **DELIVER** your plan to the students, with facilitation strategies designed to give your students the guidance they need to take charge of their learning. **SHARE** the products of your students' work with an audience beyond the classroom. It helps the students connect their learning and work experiences to the world outside the classroom - extremely important for building confidence in every student. It also helps build a culture of Making within your school community. Finally, a good design cycle builds in time for the designer to **REFLECT** What went well? What would you change? How did you grow?

