

# Designing Making Experiences at Lighthouse Charter School

What kind of project do I want to create?

## Selecting a Project

I want a project that is designed to deepen students' understanding of core content.

I want a project that is maker-focused -- making for the sake of making.

How open-ended and student-driven can I make this project?

More Structured

Is there a specific set of skills or knowledge my students' need to complete the project?

Is there a specific set of skills or knowledge my students need to have developed by the end of the project? Are there different paths they can take to develop these skills?

Do I have a specific time limitation that might limit how open-ended my project can be?

Am I providing the inquiry, or do I want students to come up with their own line of inquiry?

Where can I provide choice, and what constraints or limitations do I want to set?

More Open-ended

Move on to project planning and implementation

Which topics/units might lend themselves best to hands-on learning?

What are the core concepts my students should take away?

What physical skills, cognitive skills, and/or thinking dispositions would I like to help my students to develop? ^

What are some projects that could facilitate deep, student-driven learning around these concepts, skills, and dispositions?\*

What physical skills, cognitive skills, and/or thinking dispositions would I like to help my students to develop? ^

What sorts of projects would help my students develop these skills and dispositions?

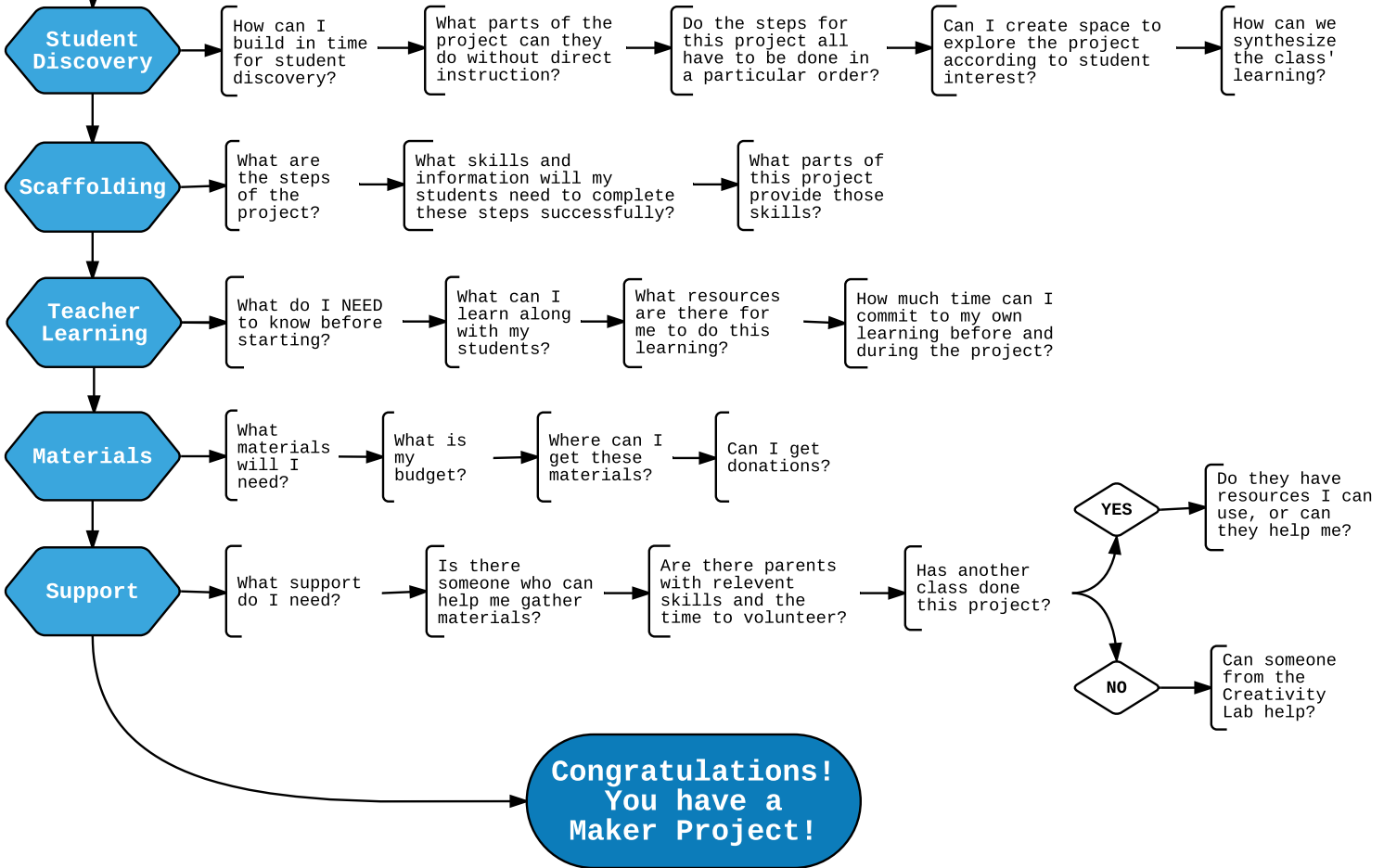
What new things would I like to introduce to my students?

What are my students' interests?

Which of the projects I came up with best combine student development, new ideas/skills, and student interests?

# How do I implement this project?

## Questions to assist your planning process



### Resources :

- Thinking routines
  - Project Zero <http://www.pz.harvard.edu/>
  - Agency by Design <http://www.agencybydesign.org/>
  - Design Thinking <http://dschool.stanford.edu/>
- Project Guides, etc
  - Creativity Lab <http://lighthousecreativitylab.org/>
  - Tinkering Studio <http://tinkering.exploratorium.edu/projects>
  - Instructables <http://www.instructables.com/>
- General Resources
  - Maker Ed <http://makered.org/resources/>
- Other Resources

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