

# DESIGN & TECHNOLOGY CURRICULUM: INTEGRATION, IMPLEMENTATION, & ASSESSMENT

Rachel Ralph, PhD Candidate @therachelralph

Dr. Paula MacDowell, Postdoctoral Researcher @paulamacdowell

#learnfwd16







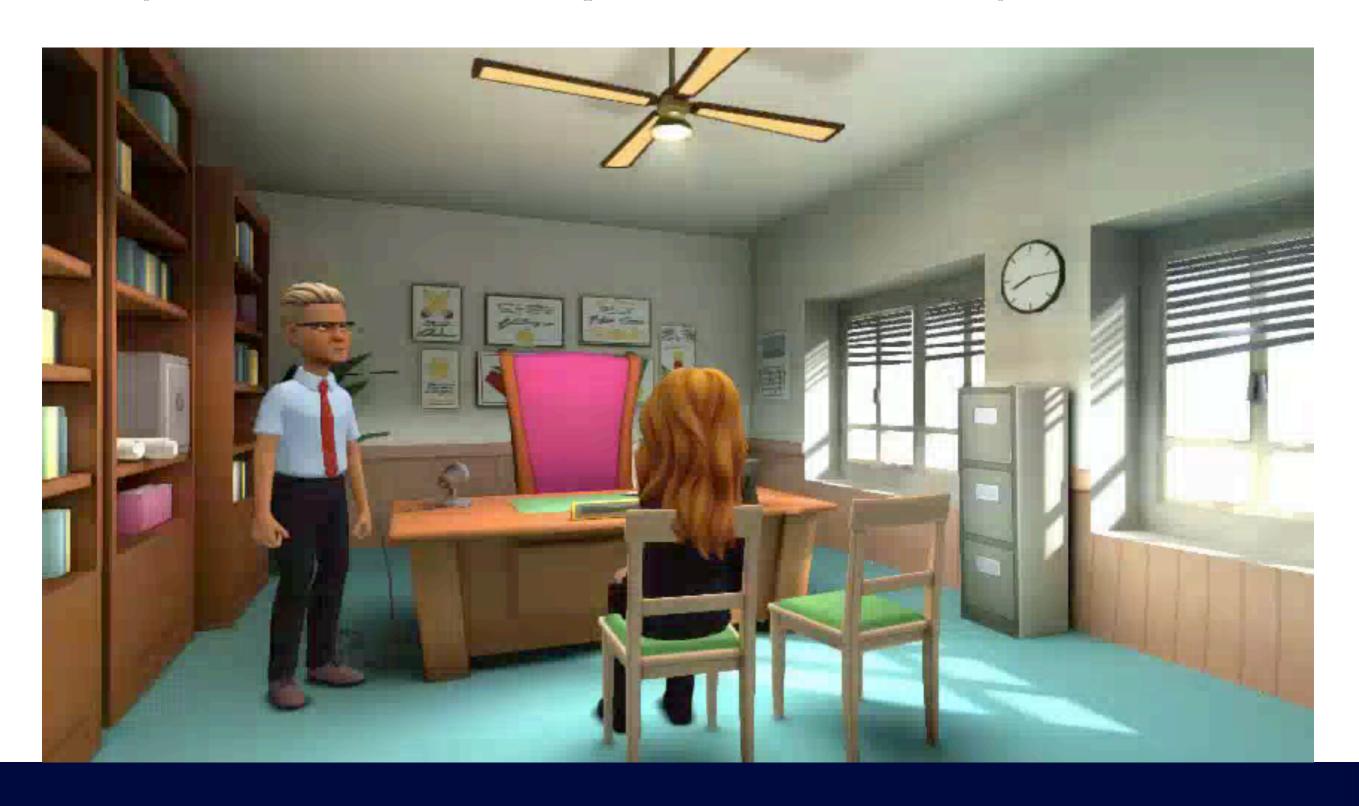
### Myth #1: You need lots of money to create a makerspace



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- What are low-cost options?
- What are ways to raise funds?
  - Low cost options: Recyclables, reusables, toys from trash, etc.
  - Fundraisers, grants, etc.

### Myth #2: You need a permanent lab in your school



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- Where are school makerspaces located?
  - pop-up makerspaces (temporary venues)
  - mobile makerspaces (e.g., converted truck, bus, bike trailer, maker cart, suitcase)
  - online makerspaces
     (e.g., makerspace.com, instructables.com, etsy.com)

### Myth #3: There's no way to assess the learning



### Myth #3: There's no way to assess the learning

- How can you assess the process and not just the product?
- How can you assess the product?
- What if you don't know what they are making?
  - project/inquiry based assessments
  - collaborative assessment
  - don't recreate the wheel



#### Myth #4: Makerspaces are for the high-tech guys & hackers



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- Are you a maker?
- Why are makerspaces important for teachers?
- What characterizes a maker?
  - builder of things, ideas, dreams, worlds
  - creator not consumer
  - DIY, DIT or DIWO

