Master of Educational Technology Program

Inclusive Makerspace Provocations

Door Dilemma

Locked out of your office with the need to escape.

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Overview of the challenge

You are at the office/classroom, sitting at your desk working away and all of a sudden you hear a thud on the other side of your closed door. As you turn around, you realize that the door hand has fallen off the door and you have no way out. You look around and realize you only have the materials around to you to escape. You left your cell phone in your car and the Wi-Fi has gone down so email or any other means of contacting someone via Wi-Fi is out of the question. You are to use the materials listed below to come up with three plausible ways to escape. Good luck!

Materials and Resources Required

Materials may include any or all of the following (if you are using this provocation to get your learners to think critically and creatively about solutions, you might want to include visuals of each of these materials).

* Tape   * Turkey sandwich

* Thumb tacks   * Scissors

* Bubblegum   * Pen

* Ruler   * Paper clips

* Stapler   * Coffee/Tea cup

Inclusive Maker Provocation Instructions

Provocation Objectives

Work collaboratively to create three (or more) plausible escape strategies to allow you to escape your office/classroom.

Critical Questions for Consideration

1. What materials might be able to be used in combination to create a means to escape?

   Strategy One:

   The handle on the other side of the door has fallen off, so turn the handle on our side of the door to exit.

   Strategy Two:

   Use Bubble gum, scissors, pen, pen cap to fill the hole left by the handle bar, and turn.

   Strategy Three:

   If the hinges are in the inside of the room, use the pen and stapler to knock the hinge pins up and then use the scissors as a lever to remove the pin and then swing the door in.

   Strategy Four:

   Depending on what side of the door the stops are on, use the ruler to depress the latch and open the door.

   Strategy Five:

   Consume coffee/tea to gain energy and charge the wall (Cool Aid Man it)

2. What are the most important considerations in designing an escape strategy?
   - What materials are the items made out of, (i.e. what type of coffee cup, metal vs. plastic pen, metal vs. wood ruler, etc.)
   - Self-Regulation – cannot think of a way to get out if you are in a dysregulated state. Staying calm and level headed is critical
   - Which way the door swings
   - Are you alone in the room, or is it a few
   - What floor are you on? Is there an exterior window?

3. How are skills needed to come up with three ways to escape?
   - Self-Regulation – cannot think of a way to get out if you are in a dysregulated state. Staying calm and level headed is critical
   - Critical thinking
   - Creative thinking
   - Hacker mindset, using materials in ways they aren't intended.
   - Innovation
   - Willingness to take risks
   - Adaptability
   - Problem Solving
   - Mechanical aptitude
   - Spatial thinking
   - In essence, maker mentality

Background/ Additional Information

There is no necessary background information that is necessary here. You might want to consider the most obvious solutions but challenge yourself to think of the less obvious solutions. Push your critical and creative thinking.

Inclusivity Focus

While engaged in any type of provocation it is important to consider how you ensure that this task is inclusive. What happens if students/learners have a physical, cognitive, social, or emotional impairment that would hinder them from being successful in this provocation? How might you provide accommodations to help with this? Please see the accommodations list here or scan the QR code for some ideas.

No Tech, Low Tech, High Tech Options

This provocation can include students/learners sharing ideas on chart paper, through an app such as Padlet or Google Jamboard or having the students/learners design their escape strategy using TinkerCad and printing their escape prototype out on a 3D printer.

Extensions

You can extend this provocation by providing different scenarios, materials that are available, the use of technology or not, a time limit, the need to include at least four different solutions where each person from a four-person group takes the leadership (or project management/design management) on one of the four solutions.