Makerspace FLC: Learning Objectives

Learning objectives for maker projects connect your course content to the design and making process, challenging students to use discipline-specific information as they design their objects. Typically, learning objectives for maker courses can be categorized into the following general areas:

Identify needs, issues, or themes in the content area.

Brainstorm ideas using content-specific concepts.

Design an object framed by those ideas.

Prototype the design and present for feedback.

Reflect on feedback and opportunities for change.

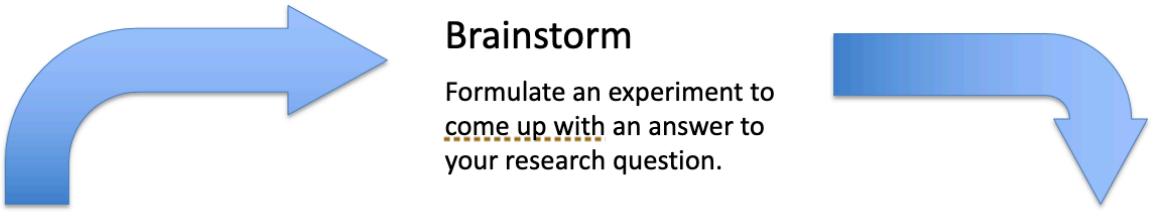
Make an iterated version of the initial prototype.

See the next page for specific examples from Makerspace FLC courses!

Makerspace FLC: Learning Objectives

See examples below for how general maker learning objectives can be tailored to specific courses and disciplines.

Example: Geology 101L - Planet Earth (Megan Plenge)



Identify

Develop a scientific research question having to do with one of the "big ideas" in Geoscience.

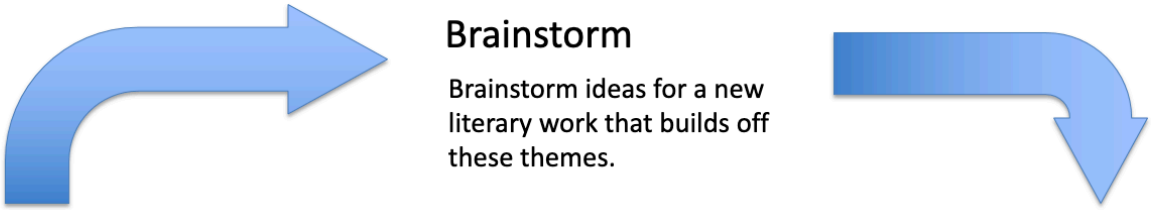
Brainstorm

Formulate an experiment to come up with an answer to your research question.

Design

Design a physical, numerical, or computer model that will be used as part of the experiment.

Example: Education 567 - Postmodern Children's Lit. (Jocelyn Glazier)



Identify

Articulate the non-traditional features and themes found in postmodern children's literature.

Brainstorm

Brainstorm ideas for a new literary work that builds off these themes.

Design

Design an interactive object that communicates your literary work.