Envisioning a culturally relevant maker learning program

Maker-centered learning in schools takes shape differently depending on its context. Not all programs follow the same popular themes. Instead it’s important to build programs around the strengths, interests, and resources existing in your community.

Use this tool to help you envision an equitable, culturally relevant maker learning program in your school or district.

Look outward
Building on the unique context of your local community

- Who in our local community designs, creates, or fixes things as part of their...
  ...profession?
  ...hobby?
  ...cultural tradition?

- In what events and spaces can we connect with any of the people or communities in the answers above?

- How might these people inspire and/or participate in our maker learning program as role models and mentors?

- How might these local practices inform our maker learning program?

Look inward
Examining areas where habits of maker learning may already be present

- How is creativity a part of everyday life for students in our school?

- In what ways are students currently encouraged or prohibited from engaging in creative practices? Is creative space a reward for some or an opportunity for all?

- What groups are not engaging in creative practices right now, and what activities are currently capturing their time and imagination instead?

- How does our school embrace multiple ways of knowing and understanding?

Look forward
Envisioning characteristics of an equitable maker learning program

- What indicators will let us know when students feel a sense of belonging and ownership?

- Who might feel most vulnerable in our maker learning program, and how will we support them?

- What biased patterns of participation do we need to be watchful for and how can we change them?

- How might we support all students in ways that deepen relationships and cultivate agency?

Visit digitalpromise.org/maker-leadership

This work is licensed under a Creative Commons Attribution-NonCommercial-ShareAlike 4.0 International License.