

Planning maker learning projects

Maker-centered learning has its own rhythms and protocols before, during, and after projects. Use this tool before embarking on a maker learning project, and consider looking ahead to [the project design and facilitation tool](#) to see how you might best support this project when it is underway.

Setting goals

What are the learning outcomes you would like to see?

What evidence will demonstrate that this learning is happening?

Project design

Maker learning projects are built on values of [agency](#), [authenticity](#), and [audience](#). Consider these guiding questions when designing projects.

Agency: where do students have voice, choice, and decision-making power in this project?

Authenticity: how does this project honor the diverse interests and lived experiences of the students?

Audience: in what ways does this project connect with other people inside or outside of the class?

Project facilitation

Well-designed projects need effective facilitation in order to be successful. Consider these guiding questions when preparing to facilitate a project.

What is the clear, concise project prompt that will guide students throughout this project?

What resources — both material (information, tools, etc.) and social (collaborators, mentors, etc.) — will support students during this project?

How will students demonstrate their understanding of the learning goals during and after the project?

What indicators will let you know when students need additional support during the project?