

TECHNOLOGY-12/13

SELECTIVE UNIT 12 (S12)

(Makerspace)
(July 2017)

Unit Statement: A makerspace is a place in which people with shared interests, especially in computing or technology, can gather to work on projects while sharing ideas, equipment, and knowledge. "the makerspace is equipped with 3D printers, laser cutters, various milling devices, and more"

Essential Outcomes: (must be assessed for mastery)

1. The Student Will use a wide range of idea creation techniques – such as brainstorming.
2. TSW create new and worthwhile ideas – both incremental and radical concepts.
3. TSW elaborate, refine, analyze and evaluate their own ideas in order to improve and maximize creative efforts.
4. TSW develop, implement, and communicate new ideas to others effectively.
5. TSW be open and responsive to new and diverse perspectives; incorporate group input and feedback into the work.
6. TSW demonstrate originality and inventiveness in work and understand the real-world limits to adopting new ideas.
7. TSW view failure as an opportunity to learn; understand that creativity and innovation are a long-term, cyclical process of small successes and frequent mistakes.
8. TSW implement innovations.

Suggested Materials/Software:

Materials and software will be dependent on the available resources. An idea of what to purchase can be found at <https://www.makerspaces.com/> or <http://renovatedlearning.com/>

Suggested Websites & Activities:

A vast amount of resources can be found on the internet. Some suggested sites are

<https://www.makerspaces.com/>

<http://renovatedlearning.com/>

Destiny Webpath Express (found on QSI schools Library site) use this search engine to find age-appropriate websites that align with this unit.

ASSESSMENT RUBRIC FOUND ON FOLLOWING PAGE.....

Assessment Rubric – S12 – Makerspace

Student Name: _____ **Date:** _____

**To receive a ‘B’ the student must show ‘B’ level mastery on ALL Essential Outcomes. (TSW’s)
To receive an ‘A’, the student must show ‘A’ level mastery on ALL available and ‘B’ level mastery on all remaining TSW’s.**

TSW	‘A’ Level Mastery	‘B’ Level Mastery	‘P’ Comments
1. The Student Will use a wide range of idea creation techniques – such as brainstorming.	Use a wide range of idea creation techniques – such as brainstorming.	Use a limited range of idea creation techniques – such as brainstorming.	
2. TSW create new and worthwhile ideas – both incremental and radical concepts.		Create new and worthwhile ideas – both incremental and radical concepts.	
3. TSW elaborate, refine, analyze and evaluate their own ideas in order to improve and maximize creative efforts.		Elaborate, refine, analyze and evaluate their own ideas in order to improve and maximize creative efforts.	
4. TSW develop, implement, and communicate new ideas to others effectively.		Develop, implement, and communicate new ideas to others effectively.	
5. TSW be open and responsive to new and diverse perspectives; incorporate group input and feedback into the work.		Be open and responsive to new and diverse perspectives; incorporate group input and feedback into the work.	
6. TSW demonstrate originality and inventiveness in work and understand the real-world limits to adopting new ideas.		Demonstrate originality and inventiveness in work and understand the real-world limits to adopting new ideas.	
7. TSW view failure as an opportunity to learn; understand that creativity and innovation are a long-term, cyclical process of small successes and frequent mistakes.		View failure as an opportunity to learn; understand that creativity and innovation are a long-term, cyclical process of small successes and frequent mistakes.	
8. TSW implement innovations.	Successfully implement innovation.	Implement innovations.	