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](http://digitalpromise.org/2016/11/18/a-primer-on-maker-learning-agency/), [authenticity](http://digitalpromise.org/2016/12/20/primer-maker-learning-authenticity/), and [audience](http://digitalpromise.org/2017/02/14/primer-maker-learning-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?**