

Introduction to Maker Education Online Course



Introduction to Maker Ed is a professional development course designed to help educators understand the purpose, structure, and impact of Maker Education in today's learning environments. Participants explore how hands-on, student-driven learning can increase engagement, deepen problem-solving skills, and support STEM/STEAM instruction through meaningful making experiences.

What You Can Expect

The course begins with an overview of 1st Maker Space and the foundational principles behind Maker Education, then transitions into practical strategies educators can apply immediately in their classrooms or makerspaces.

A major focus of the course is Design Thinking using John Spencer's LAUNCH model, guiding participants through a structured innovation process:

- Look, Listen, and Learn
- Ask Questions
- Understand the Problem
- Navigate Ideas
- Create a Prototype
- Highlight and Fix
- Launch to an Audience



Participants also learn essential elements of makerspace management, including how to organize materials, manage tools, and create an environment that supports creativity and student independence. The course includes an introduction to Computer Science tools and maker technology, with examples such as Dash Robots, microbit, Ozobots, drones, and the 1st Maker Space Frog Microcontroller. Additional modules cover equipment and safety training, including 3D printing, laser cutters, 3D scanning, and general Safety 101 practices.

Finally, the course provides educators with exposure to a variety of STEM and Maker Kits, as well as guidance on curriculum development, assessment in a makerspace, and how to successfully start and sustain a program.

Participant Outcomes

- Explain the purpose and benefits of Maker Education
- Apply the LAUNCH Design Thinking Process to student projects
- Identify best practices for managing makerspace tools, materials, and workflow
- Gain familiarity with beginner-friendly coding and robotics platforms
- Understand safe usage and instructional applications of equipment like 3D printers and laser cutters
- Access recommended maker kits and classroom resources for implementation
- Design or improve makerspace curriculum and assess student learning effectively

Participants Will Receive

- ✓ **Resources and projects to accompany the course**
- ✓ **A Maker Ed Survey experience for reflection and course feedback**
- ✓ **A printable certificate of completion**



Introduction to Maker Education
Unlock Your Potential

Cost: \$399/person

Seats are limited; sign up now!

[Sign-Up Now](#)