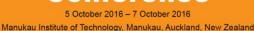


#### Makerspaces and Computational Thinking at The Mind Lab by United

David Parsons Milla Inkila



Tertiary ICT Conference





### The Mind Lab by Unitec

With 20 regional centres nationwide, we provide experiences in developing digital fluency that works across sectors, regions and deciles.



**PART TIME** 





#### Our Students



- Our students are in-service teachers from all subject areas
  - They do not necessarily normally work with ICT
- We introduce them to makerspace-style activities, integrating hardware, software and creativity, that can be used in their own classrooms

#### Makerspace Dimensions

There is a distinction between making (as activities), makerspaces (as communities of practice within a physical space) and makers (as the identities of those who participate). Thought needs to be given to all three of these dimensions when designing makerspace activities for the tertiary learner.

APA

Halverson, E.R.& Sheridan, K.M. The Maker Movement in Education. *Harvard Educational Review, 84*(4), 495-504.

#### Preparing for the Now/Future

Maker **Communities**Sharing and questioning together
F2F, G+ Communities, Collaborative
OneNote, SharePoint Communities,
Facebook groups...

Maker **Activities**KC's and 21CS's (ITL Research Rubrics)



#### Maker **Identities**

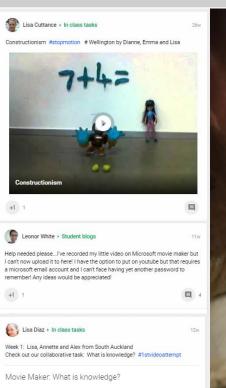
Problem solvers, Lifelong learners, Collaborators, Leaders, Risk takers with Growth Mindset.

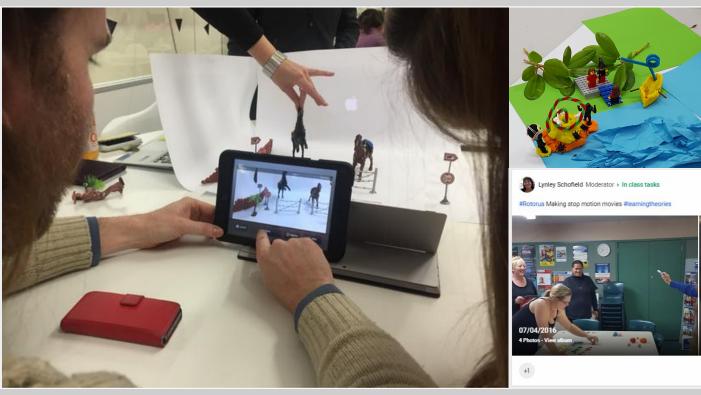
### Some Things That We Do

- Stop motion movies with creative materials
- 3D design and printing
- Customised design thinking process
- Programming Makey Makey with Scratch
- Using Scratch for computational thinking
- Creating MeArm robotic arm kits for students to assemble
- Programming MeArms with mBlock



### Stop Motion





### Stop Motion Student Video



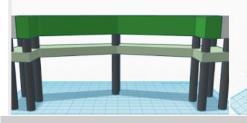
### 3D Design

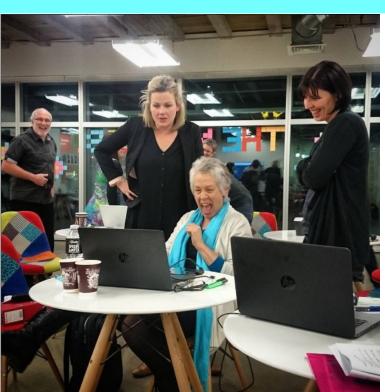


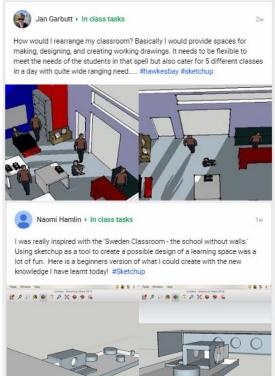


Gina Heo > In class tasks

https://www.tinkercad.com/things/IKOEWJqV7dp





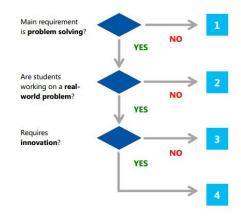


### Walking The Walk

#### **Real World Problems**

- Are experienced by real people
- Have solutions for a specific, plausible audience other than the educator as grader
- Have specific, explicit contexts
- If students are using data to solve a problem, they use actual data

Real-World Problem-Solving and Innovation: Decision Steps





ITL. (2013). *21st Century Learning Design*. Retrieved from: http://www.itlresearch.com/itl-leap21





## **Designing Content**





Rich Rowley @rich\_rowley · May 11 Good fun #mindlabdt @NZMindlab



## Design Thinking Kite Model



**Empathise** 

Define
Ideate
Prototype
Test
Reflect

#### DT Model in Action







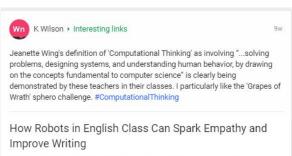
https://www.instagram.com/explore/tags/mindlabdt/

### Computational Thinking Means...

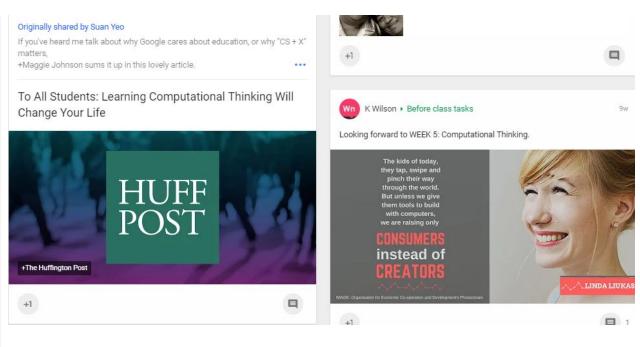
- Solving problems
- Applying abstraction and decomposition
- Thinking algorithmically what's the process?
- Thinking conceptually what's the model?
- Understanding how things repeat and scale
- Dealing with errors

...among other things (depends who you read)

### Computational Thinking







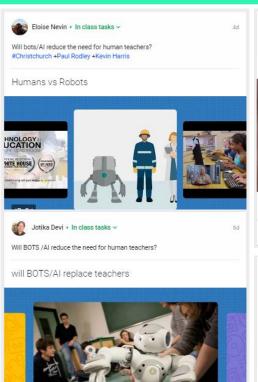
# Makey Makey Music

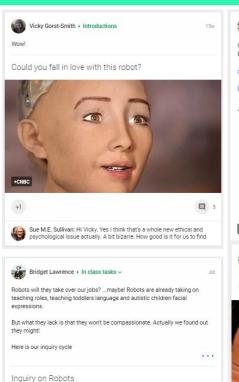


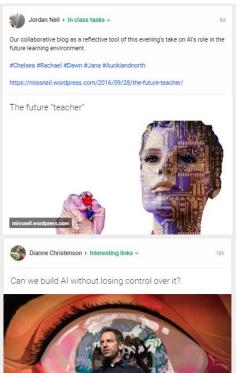




#### Robots Vs Human Teachers







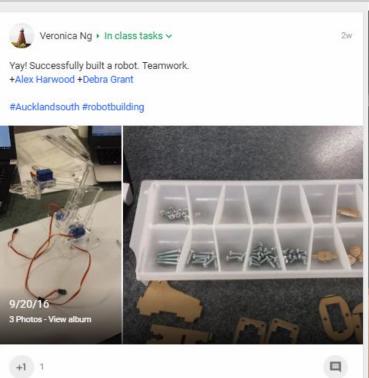


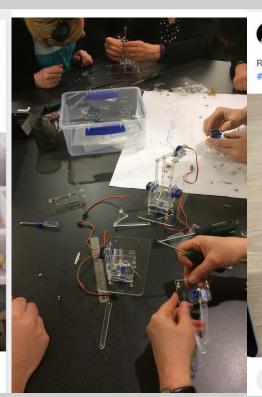
### Laser Cutting Robot Components





#### MeArm Robot Makers



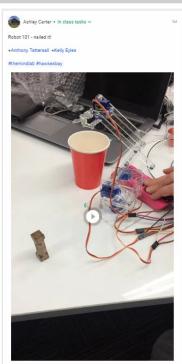


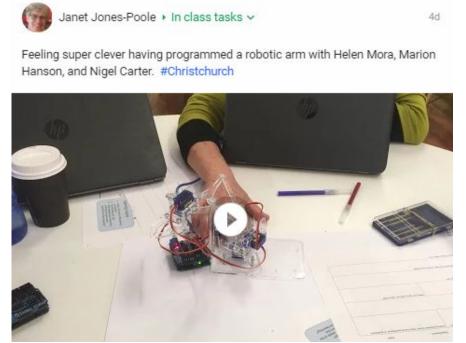


#### **Robot Coders**

move 90 100 1 9 | side servo

#### 





#### Making a Difference

- Maker Communities
  - Safe environment to fail
  - Collaborative environment to share
- Maker Activities
  - Practical takeaways for the classroom
- Maker Identities
  - New experiences
  - New skills
  - Growth mindset

→ What else could we do?

#### Hacking NZ Education

Would you like to raise your voice?

We are crowdsourcing ideas for NZ's education future at <a href="http://hackeducation.co.nz">http://hackeducation.co.nz</a>

Thank you!





Take your pick... (answer as many times as you want)



In the future, education will be...



In the future, education will not have...



I wish education...

