

Maker Education Initiative

● EVERY CHILD A MAKER ●

Connections To Our Curriculum

Resources to bring the Maker Spirit into your classroom

STEAM Ed (science, technology, engineering, arts and math), methodology for solving problems: Iterative Design Process, connecting to post secondary pathways and careers

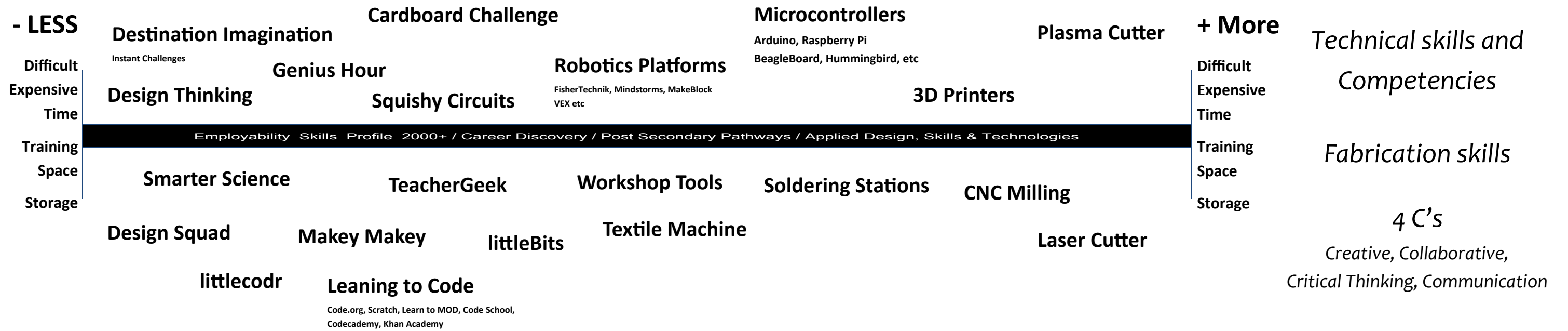
*Real world, Rigor,
and Resilience*

Cross Curricular

Inquiry based

Project Based Learning

Hands-on



Adaptable, Blended

*Design Process / Iterative
and Design Thinking*



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Disclaimer: The list above is not intended to be a definitive list of Maker resources but a guide to start a conversation on how to build a Maker Spirit in your classroom / school / district.