



Connections To Our Curriculum

Real world, Rigor,  
and Resilience

Cross Curricular

Inquiry based

Project Based Learning

Hands-on

Technical skills and  
Competencies

Fabrication skills

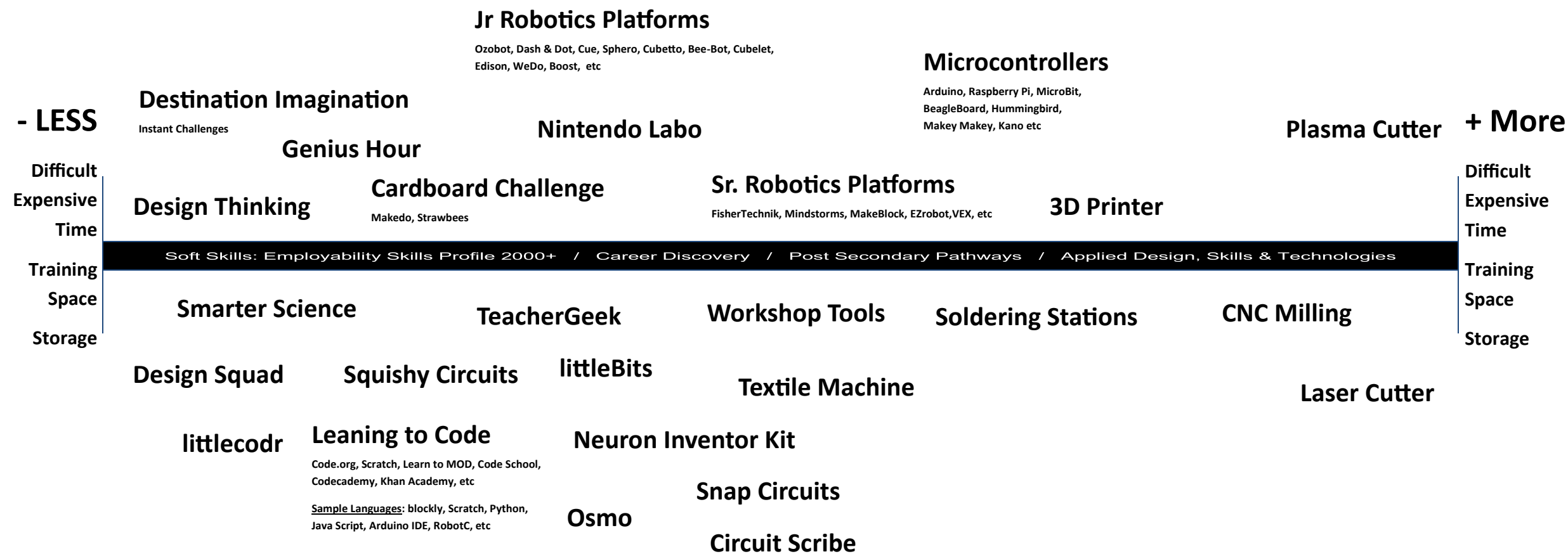
4 C's  
Creative, Collaborative,  
Critical Thinking, Communication

Adaptable, Blended

Design Process / Iterative  
and Design Thinking

# Resources to bring the “MakerSpirit” into your classroom

STEAM Ed [science, technology, engineering, arts and math], methodology for solving problems: iterative design process [design thinking], computational 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.