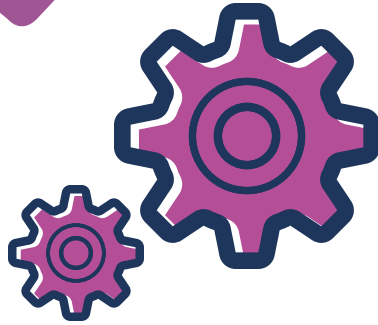




Whole School  
Partners



# MAKER SPACES

4 SIMPLE STEPS TO START

Get started with STEaM (a = ARTS) initiatives to promote computational thinking, systems thinking and design thinking to future proof student learning!

1

**Connect** your interested teachers, students and parents to assist in the development of your Maker Space Action Plan.

2

**Curate** the online resources available to schools already. Don't attempt to reinvent the wheel, explore the tools and learning sequences made available through the Digital Technologies Hub, Code.org or CSER MOOC

3

Create a **culture** of learning that invests in student collaborative projects. Look for new learning models like Olsen's 12 Principles of Modern Learning or investigate design thinking approaches and agile learning.

4

Collaborate with the growing **community** of experts and build partnerships that will allow sustainable growth of an active maker space in your school.

Check out STEAM  
resources



four more

Follow WSP Teacher events



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