

“Maker Project”

For this assignment you will attempt to create a “product” that seeks to change people’s attitude or perception of a topic that is important to you. During session 8, we will have a check-in where you will report out your product idea, as well as give feedback or suggestions to others. For Session 9, share a presentation (media or sign system is flexible) that details your experience, as well as presents the product you created (even if it is not complete). This assignment is worth 40 points, the breakdown is as follows:

Necessary Components of Maker Time Reflection :

(ie: slideshow, paper, Prezi, etc.)

- ❑ A chart or list detailing how you spent your time (5 pts)
- ❑ A reflection on what you discovered in your research for your topic (5 pts)
- ❑ A detailed account of your technology learning experience: be sure to include both what went well, and what didn’t work out, or if you changed paths, why? (10 pts)
- ❑ What the next steps for your project would be if more time were allowed. (5 pts)
- ❑ At least **three reading connections** from this class (5 pts)
- ❑ In class presentation of the **Final Product**- bring and show to the class (as far as you got), be prepared to answer questions about your experience (10 pts)

PRODUCTS include (but are not limited to): an animation, a podcast, a videogame, embroidery, found poetry, a dedicated blog or website, a short documentary, or a storyboard/comic. Please ask me **ahead of time** if you are unsure whether your product idea qualifies for this assignment.

Possible TOPICS include (but are not limited to):

- The transformative power of Poetry for youth
- Promoting youth activism on climate change
- Creating STEM pathways for marginalized youth
- Creating culturally responsive educational environments for LGBTQ+IA students
- Battling against street harassment