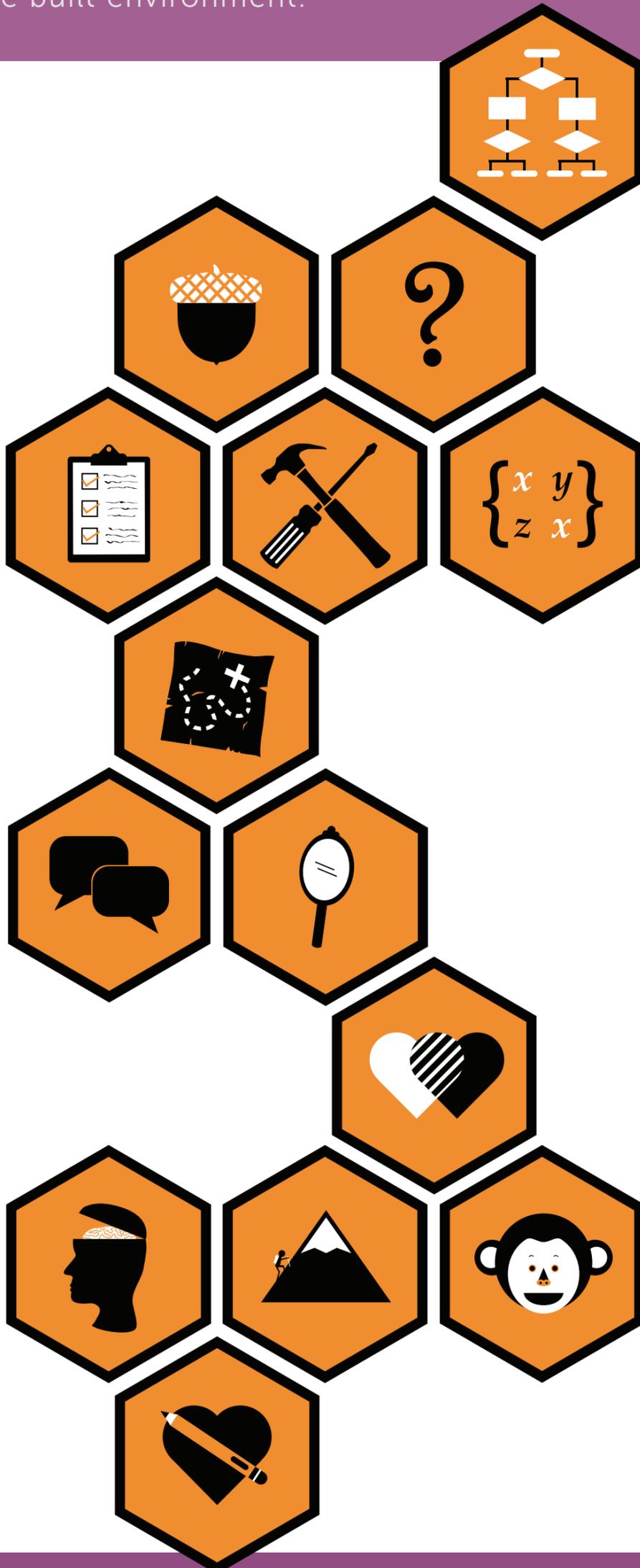


DESIGN & MAKING is the creative process of imagining an idea, researching the user, designing a concept, choosing materials, practicing technique, fabricating prototypes, and interpreting the built environment.



KNOWLEDGE

Design Process

The learner understands the design process of brainstorming, ideation, prototyping, and testing and knows specific design methods and techniques.

Personal Growth

The learner identifies and understands pathways to opportunities that allow for personal, professional, or academic growth.

Questioning

The learner understands the importance of questions in the maker process and identifies what questions to ask, who to ask, and how to research and find answers to questions.

Rules & Procedures

The learner knows and respects the rules, policies, procedures, and routines of the space.

Selecting Materials

The learner knows the properties, characteristics, and sustainability of different materials and identifies which are best-suited to achieve the intended goals.

Systems Thinking

The learner predicts and anticipates the potential social, financial, and environmental consequences of a given design or product.

SKILLS

Assess & Plan

The learner assesses what materials, procedures, and supports are necessary to accomplish the intended goal and formulates a plan to gather the necessary components, both material and immaterial, accordingly.

Communication

The learner communicates clearly with peers, mentors, and others about concepts, goals, decisions, and processes.

Reflection

The learner pauses to self-evaluate during the design process. The learner connects the effect of design to his or her life and the world at large.

DISPOSITIONS

Empathy

The learner demonstrates the ability to understand the feelings of others and knows that others may have different goals and objectives.

Open Mindedness

The learner is open to constructive criticism, unexpected ideas, new ways of thinking, and growth. The learner is willing to re-evaluate personal ideas and opinions when faced with new information.

Perseverance

The learner works through challenges and does not give up when obstacles are encountered. The learner applies knowledge gained from failures to future endeavors.

Playfulness

The learner plays with, tinkers with, and explores materials, methods, and ideas in a joyful manner.

Value of the Process

The learner appreciates the lessons learned while making the product in addition to valuing the final product itself.

Learn more about competencies and digital badges at remakelearning.org/competencies.



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