Equitable Making Practices for Informal Learning Environments

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Real World
Motivating
Mindset
Creativity
Problem Solving
Inclusive
Collaboration
Hands-on
Physical Resources
Redefine Making
Making is about the power of big ideas, and opportunities to externalize and realize those ideas. It is agnostic to disciplines and to specific technological tools.
Making is agnostic to discipline.
Making for Social Justice
Making for Fun
Making for Environmental protection
Making for Learning
Making for Entrepreneurship
Making is agnostic to technological tools.
Making should be meaningful*
Be intentional about diversity and inclusion
Frame activities around generative themes
Collaboration Tools

1. University Space
2. School Space
3. Home Space
4. Library Space
5. Museum Space
6. Community Space

Digital Tools

- Classroom Tools
- Assessment Tools

Collaboration Tools

- Teachers
- Students
- Researchers
- Policy Makers
- Parents
- Facilitators

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Teachers not comfortable in this area need support in developing meaningful tasks for students and the slow onramp to the kind of work that is advertised. No one talks about how teachers and programs evolve but it's hard and messy and real.

(Survey response)
Position facilitators as designers
Promote making @ home
Incorporate strategies that improve ideation
Advocate multiple designs
Explicitly building on prior knowledge
Find ways to promote personalization and avoid standardization
Spend time understanding where students’ ideas came from and what their goals are.
Don’t make it feel like school
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Museum Space

School Space

Library Space

Home Space

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Students

Teachers

Researchers

Policy Makers

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Classroom Tools

Assessment Tools

Digital Tools
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