Maker Project Template

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Note: This template was developed in reference to the general lessons on , this template for a project-based lesson plan, and Cedric May's "3D Spectilative Design Project"

Additionally, I anticipate that within each larger heading, there will be various subheadings/sections but I haven't determined these yet.

Project Title

(Re)Imagining a Reading Machine: An Experiment in Humanities Prototyping

Introduction/Project Overview

What is the project? Why do it?

Course/Curriculum Info

Where does this fit into the curriculum? This might be a specific course or multiple possible courses within a field of study.

Learning Outcomes

These might be outcomes specific to the course as well as outcomes specific to what students might learn in a maker space.

Materials

What particular materials (software, hardware, consumables, etc.) will be used/needed in this project? Does the makerspce provide access to these materials? If not, how will students access them?

Process/Procedure

What are the steps/activity for doing this project?

Resources

What resources already exist that might be helpful in doing this project with a class?