Maker Project Template

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May 20, 2025

*Note: This template was developed in reference to the general lessons on The Programming Historian, this template for* [*a project-based lesson plan*](https://projectexpand.gsehd.gwu.edu/sites/g/files/zaxdzs6611/files/2024-10/m4l1_project-based_learning_lesson_plan.pdf)*, and Cedric May’s* [*“3D Spectilative Design Project”*](https://libraries.uta.edu/makerliteracies/afrofuturism)

*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?*