

# Super Quick Start Guide



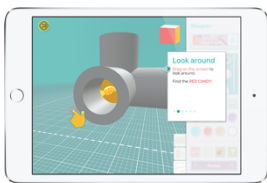
We know how busy teachers are, so we've made it easier than ever to start using 3D design to solve real-world problems. It can take as little as 5 minutes to get set up and requires no previous design experience.



## Set up (5-15 min)

Before your first class, make sure every student has an account and you have the current version of the Makers Empire 3D app installed on your devices.

You can create student accounts manually, you can upload a CSV class list or you can sync with Google Classrooms or Clever. [See how.](#)



## Lesson 1 – Sign in and Basic Training (40 min)

In your first lesson we're aiming for every student to sign in to the Makers Empire 3D app and complete the [Basic Training tutorials](#).

You can [print login cards](#) to make the sign in process super smooth.

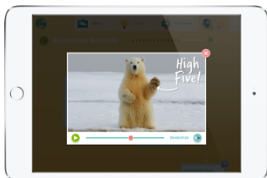
Once your students complete Basic Training, allow them time to explore the app, then regroup before the end of the lesson to discuss their findings.



## Lesson 2 – Welcome to 3D (40 min)

After completing Basic Training and exploring Maker World, direct students into Challenge Central to try the **Welcome to 3D** challenge course. This short-course introduces some key 3D terminology and concepts.

The final challenge in this course is to **design a simple bag tag**. If you have access to a 3D printer this is a very popular first print project.



## Lesson 3-8 (5-6 hr)

After completing Welcome to 3D, assign one of our [curriculum-aligned challenge courses](#) for your students. These interactive courses cover the Design and Technologies curriculum while also addressing a variety of cross-curricular outcomes.

TIP: Learn how to [assign](#) and [assess](#) challenge courses.



## Look out world!

By now your students have gained a deeper understanding of a relevant topic, practiced using our 3D design tools, and applied their new knowledge and skills to address an open-ended design challenge.

Your students (and you) will hopefully be bursting with confidence and ready to tackle your next design challenge!



A great next step is to use the [Design Thinking process](#) with your class to identify a real-world problem that matters to them and/or relates to other learning areas you'll be covering in class.

Define the problem as a [Teacher Mission](#) and send it to your students in Makers Empire 3D. This makes it *much easier to keep track of their work*, and allows you to easily create all sorts of fun and engaging learning opportunities!