

**Managed Project, Term 4, 2022**

# Make A Difference: Teacher Guide

Thank you for signing your class up for the Makers Empire Term 4 Managed Project, "Make a Difference".

This term, our Challenge Course investigates ways people can use their design and making skills to make a difference for others. We will look at products that can be made and sold to raise money and awareness for a range of charities. We will also use the design thinking process to learn about social enterprise and the strategies businesses and organisations can use to make a difference while they are making money.

The Make a Difference Challenge Course aligns with [UN Sustainable Development Goal: #12 Responsible Consumption and Production](#).

## Outline

### Before

We suggest you watch the webinar and get everything set up ready to begin.

### Week 1

Teachers introduce students to Makers Empire 3D and aim to complete in-app Basic Training tutorials.

### Weeks 2 - 7

Students use Makers Empire 3D to work through the in-app Make a Difference Challenge Course.

### Weeks 7 - 8

Students review each other's work and make final iterations to their final design before submitting their work to their teachers. Teachers will select the best designs to be included in a virtual showcase.

### After

Students and teachers complete an online survey and will receive a project report from Makers Empire.

## What is the Make a Difference Challenge Course?

This Challenge Course introduces the concept of Social Enterprise and explores ways in which businesses work with charitable organisations to make a difference. Students are guided through the Design Thinking process as they learn about how designers develop products for sale. Students respond to video content by participating in in-app quizzes and design tutorials related to the information shared. The Challenge Course concludes with a design thinking project in which students are asked to design a product for sale, to raise money and awareness for a charitable organisation or cause.

The Make a Difference Challenge Course consists of the following ten activities:

	<b>Challenge Course Activity</b>
1	A video introducing the concept of social enterprise.
2	A quiz – related to the content in Video #1.
3	A pro-training tutorial- designing a logo to promote the cause of a charity or group.
4	A video exploring the first three steps of designing a product to be sold for a charitable organisation or cause. Empathise – establishing the needs of the user; Define – developing how might we...? questions to determine how best to promote and raise awareness about the charity or cause; Ideate – generate ideas about the important features of the design: visibility, appeal, symbols, messaging.
5	A quiz- related to the content of Video #2.
6	A pro-training tutorial- designing a wearable product to sell for charity.
7	A video exploring the processes involved in developing a prototype, testing, and modifying it and marketing the final product to ensure it is visible and appealing to customers.
8	A quiz- related to the content of Video #3.
9	A pro-training tutorial- designing a display stand to help market and sell products that make a difference.
10	Posing the design thinking challenge: Design a product for a charity or cause that can be sold to raise money and create greater awareness in the community. Take action to empathise, define, ideate, prototype, test, and market your product.

# How does the Make a Difference Challenge Course address the Australian Curriculum?

## The Learning Objectives:

- Students will develop an awareness and understanding of the important and varied roles that businesses play in supporting charitable organisations and causes.
- Students will apply problem-solving and design thinking methodologies to develop a product for sale to raise money and awareness of a charitable organisation or cause.

## Curriculum Learning Outcomes:

The Make a Difference Challenge Course addresses the following elements of the Australian Curriculum: Technologies:

Students recognise the role of people in design and technologies occupations and explore factors, including sustainability that impact on the design of products and services when meeting community needs. (ACTDEK010, ACTDEK019)

Students critique needs and opportunities when designing a product for a charitable organisation or cause, including the development of design briefs and selection of appropriate materials, tools and systems. (ACTDEP015, ACTDEP025)

Students develop, modify and communicate design ideas to address an authentic problem or issue related to a charitable organisation or cause. (ACTDEP015, ACTDEP025)

Students create prototypes of their design ideas and develop tests to assess the suitability of their project ideas. (ACTDEP016, ACTDEP026)

Students evaluate their designs against design brief criteria and respond to feedback from peers and teachers. (ACTDEP017, ACTDEP027)

Students design accurate, innovative 3D models to scale using Makers Empire 3D modelling software. (ACTDEP016, ACTDEP026)

Students work collaboratively to develop project plans and design solutions that meet the provided design briefs. (ACTDEP018, ACTDEP028)

## What will happen next?

You will receive an email with:

1. A link to a pre-recorded webinar explaining:
  - a. how to get your students started with Makers Empire and the Make a Difference Challenge Course,
  - b. curriculum links, and
  - c. how to monitor and assess student progress through the course.
2. Instructions on how to install the Makers Empire 3D app on school devices.
3. Survey links for both teachers and students to provide insight into confidence levels, learning behaviours, and attitudes.
4. Tips on how to get support throughout the Term 4 Managed Pilot.

## Need a hand?

Contact us any time at [info@makersempire.com](mailto:info@makersempire.com)

