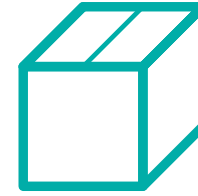# MAKERS EMPIRE

For Teachers

The Problem

Many primary / elementary school teachers find it challenging to effectively implement the Design & Technology curriculum*.

Teachers don't know how to effectively address the Design & Technology curriculum*. They must have a fundamental understanding of **design thinking** and be able to **integrate contemporary technology**. For many primary / elementary school teachers, this approach is new, and just plain hard.

Teachers don't have time to become proficient with multiple new technology programs; then to **plan**, **teach** and **assess** against curriculum.

No single solution exists for teachers which is **age-appropriate for all** primary / elementary school students.
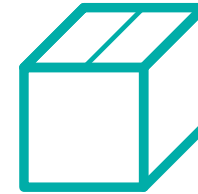
The Solution

A fun and easy to use 3D Design & Technology program to support primary / elementary school teachers in effectively implementing Design & Technology curriculum*.

Teachers can confidently teach design thinking, integrate a contemporary technology and address curriculum demands.

Teachers can easily learn, plan, teach and assess against Design & Technology curriculum*.

Accessible and engaging for all primary / elementary school students and teachers.

Our Mission

Develop children's creative confidence and design thinking skills with our fun and easy to use 3D design software.
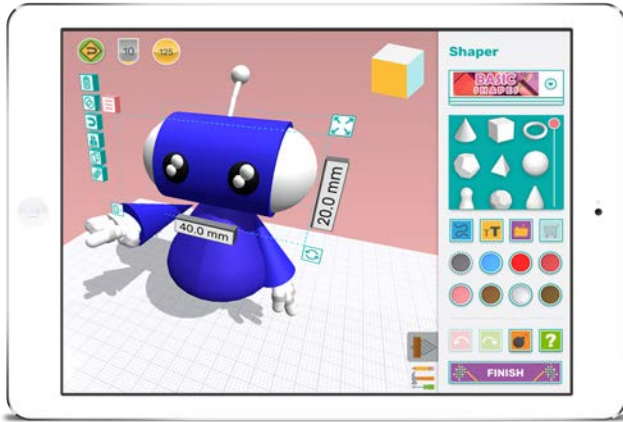
Our Vision

Every child is empowered to become a creator, innovator and problem solver; so they can make their world better.
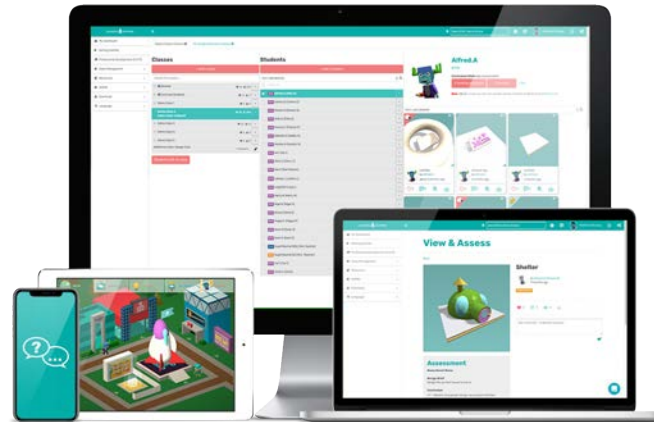
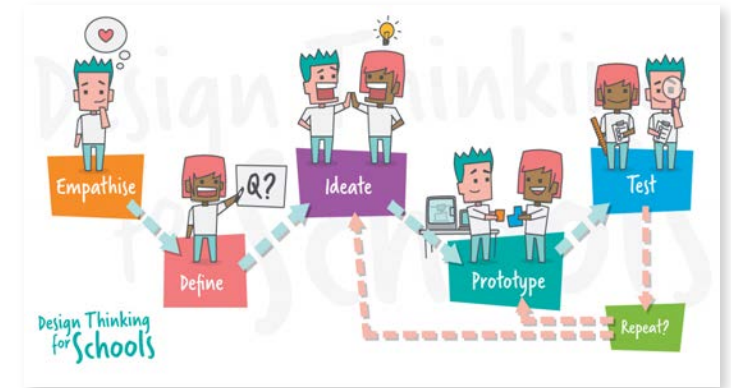# Our Product: Makers Empire 3D Design & Technology program

Makers Empire 3D

World's most fun and easy to use 3D design software.

Teacher Dashboard

Planning, class management, assessment and reporting tools.
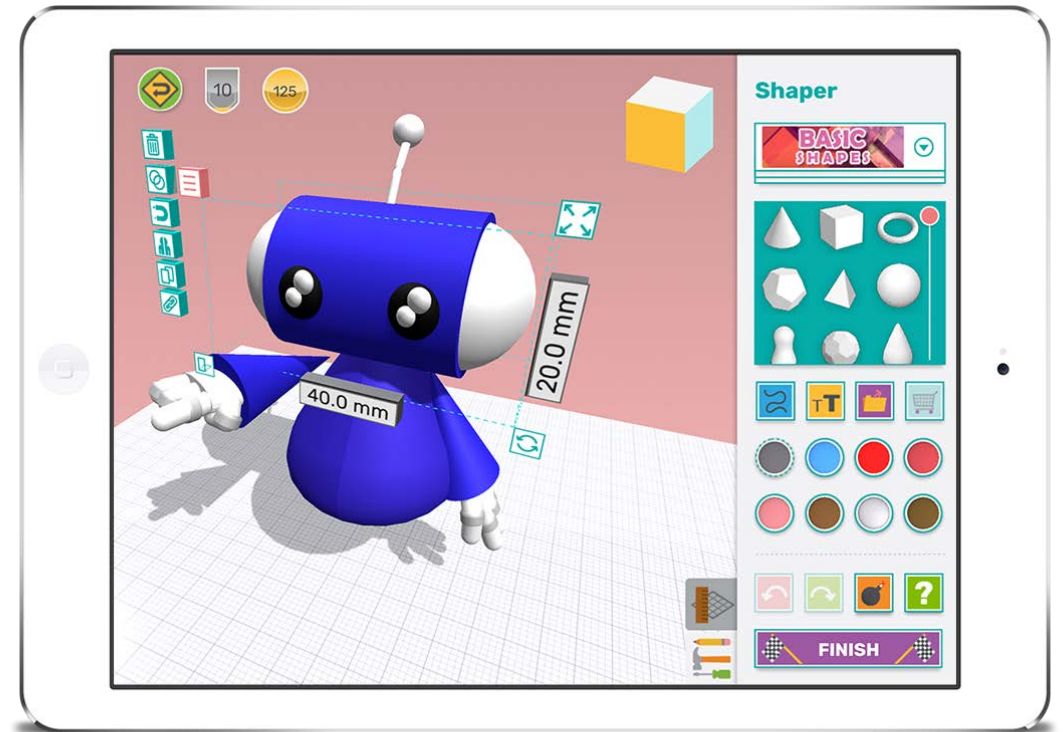

Learning by Design course

Custom professional development for school districts and education departments.

Researched Backed

MACQUARIE University

Pedagogically Certified

NSW EDUCATION STANDARDS AUTHORITY

Education Alliance Finland

Award Winner

2018 Top Pick for Learning common sense education

Wharton UNIVERSITY of PENNSYLVANIA SEI Center FOR ADVANCED STUDIES IN MANAGEMENT
QS STARS AWARDS 2015 REIMAGINE EDUCATION

Makers Empire 3D

Built specifically for 5 to 12-year-old children for an immersive, fun and safe learning environment.
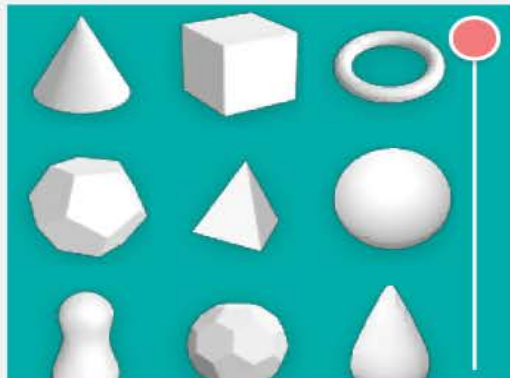
Children of all skill levels are motivated to create, learn, collaborate and share.

Progress and rewards are linked to effort, mastery of new skills and participation in positive interactions.

Shaper

BASIC SHAPES

FINISH
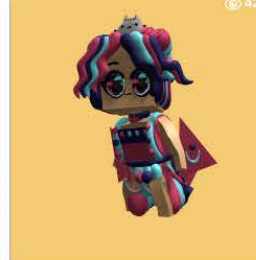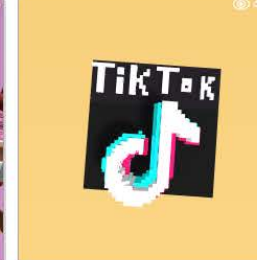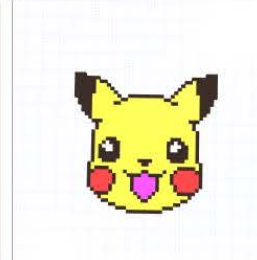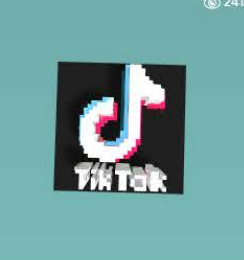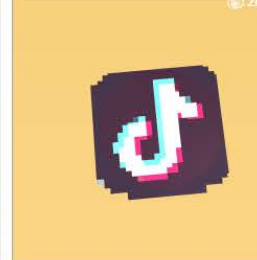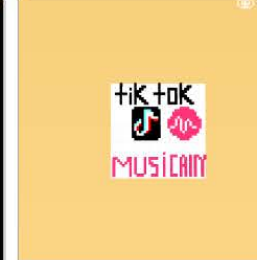
www.makersempire.com/designs

Teacher Dashboard

We make it easy for primary / elementary school teachers with planning, class management and assessment tools.

We support teachers with curriculum-aligned challenge paths and teaching resources.

We empower teachers with accredited professional development.
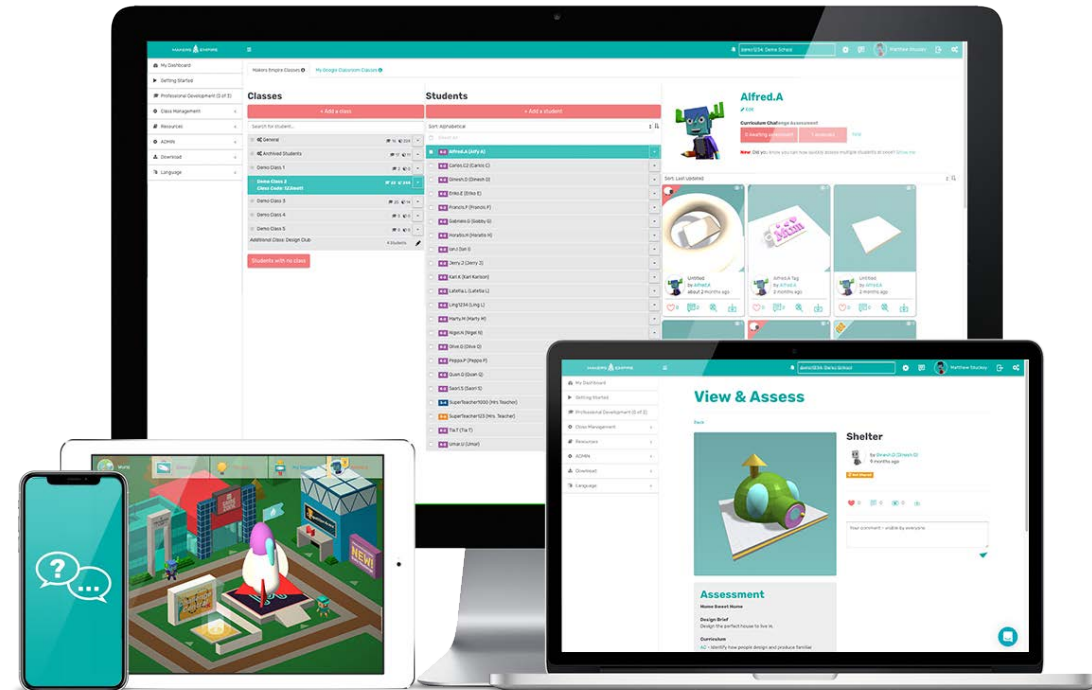
Learning by Design Course

We provide custom professional development for school districts and education departments.

We build teacher capacity to teach Design & Technology using evidence-based maker pedagogies.

We further teacher understanding of design thinking in relation to how it helps address curriculum outcomes and students' development.

Design Thinking for Schools

No problem is too big when you think like a designer!

Empathise
Learn about your audience – that's the people you want to help.

Define
Decide how you can best help your audience. Where can you make the biggest difference?

Ideate
Be creative and think of as many solutions as you can. 'Crazy' ideas are welcome!

Prototype
Make something that explains your best ideas to other people. Rough is okay!

Repeat?
Your first idea probably won't be perfect. That's okay – keep trying!

Test
Show your prototypes to your audience to see if they work, or if you can make them better!

Better Learning by DESIGN.   MAKERS EMPIRE   www.makersempire.com

What is Design thinking?

"Design thinking is a way of thinking and working that helps us to define and solve problems. It is a non-linear, iterative and human-centred process that helps us to reframe problems as opportunities."

Mandi Dimitriadis, Director of Learning, Makers Empire

Why teach Design thinking?

Design Thinking underpins learning in Design & Technology.

Curriculum policies are increasingly requiring primary / elementary school teachers to teach design thinking by integrating contemporary technology to address curriculum demands.

Design & Technology is included in K-6 (Primary) Curriculum in Australia, UK, UAE and NZ; It is beginning to be introduced in other countries such as China and Vietnam.

Engineering Design is included in K-5 (Elementary) Next Generation Science Standards ('NGSS'); 20 US States have adopted NGSS and 21 US States have standards based on the framework.

Teaching young students design thinking helps develop 21st Century learning skills and enhance creativity and innovation.

Why use 3D Design and 3D Printing to teach Design Thinking?

3D printing is one of the most important future manufacturing technologies.

Using 3D design and 3D printing for problem-solving activities allows students to bring their ideas and creation into life, providing a connection between abstract and concrete learning.

Like the transition from mainframe computers to personal computers in the 1980's, the take up will be driven by easy-to-use software.

Why every kid should have an Apple after school.

Loved by

Primary / Elementary Specialist teachers

Typically a STEM, technology or art teacher; or teacher librarian. Has regular sessions with most classes across the school.

Primary / Elementary Classroom teachers

Teaches one class across one or two adjacent grade(s). May not use technology regularly and is more likely to use Makers Empire for units of work or as part of a project.

Primary / Elementary Education Leaders

Decision makers for system-wide implementation in school districts or education departments.

Why Choose Makers Empire?

- World's most fun and easy to use 3D Design & Technology program.

- An all-in-one program for planning, implementation and assessment. Free programs tend to focus only on implementation, thereby creating additional work for teachers.

- Has been designed specifically for K-8 students.

Our Schools

USA

UAE

UNITED ARAB EMIRATES
MINISTRY OF EDUCATION

Australia

Government of South Australia
Department for Education

835 Schools**

83,432 Monthly Active
Students*

25.8 million Designs / month*

Stats as of June 2020

* Sourced from https://dash.makersempire.com/portal_admin/monthly_reports as of June 2020
** Based on product keys assigned as paid or renewed from https://dash.makersempire.com/portal_admin/monthly_reports as of June 2020 (number of paying schools (not including UAE) plus 235 UAE schools

Better Learning by Design

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