**[Insert key image or gallery of images]**

This **[term - choose relevant one or add your own],** we have been using Makers Empire with our **[grade 2s and grade 3ds].**

Makers Empire is a research-backed, curriculum-aligned 3D design app and program that students use to create anything they can imagine and to design 3D solutions to real-world problems that can be then printed/prototyped with a 3D printer.

With Makers Empire students learn how to identify and solve problems using the five stages of the Design Thinking cycle - Define, Empathise, Ideate, Prototype, and Test.

Students began with the basic tutorials and in-app videos in the Makers Empire training lab, which showed them how to use the design tools to create simple shapes. Next, we explored the rest of the maker world and completed guided design challenges in Challenge Central and design missions set by teachers in Mission Maker.

Students then used the Shaper and Blocker design modules to create original 3D designs for projects they were working on. For example, like [**XXXXX]** and [**XXXX].**

Here are a selection of designs made in the app by students:

**[Insert gallery of app screenshots]**

And here are some of the final 3D printed objects:

**[Insert gallery of photographs]**

Student Learning Outcomes Observed by Teachers:

* **[Insert quotation from teacher re their observations]**
* **[Insert quotation from teacher re their observations]**

What Students Think of Makers Empire:

* **[Insert quotation from student]**
* **[Insert quotation from student]**

The Makers Empire app is free to download and use at home and students can use the same account at home that they do at school. For more information and to download Makers Empire visit their [site](https://www.makersempire.com/for-parents-guardians/).