MAKERS EMPIRE

Develop children's creative confidence and design thinking skills with the world's most fun and easy-to-use 3D Design and Technology program

Research backed

MACQUARIE University

LEANLAB EDUCATION
Building communities. Fueling innovation.

University of South Australia

Pedagogically sound

Education Alliance Finland

NSW EDUCATION STANDARDS AUTHORITY

Multi award winner

2018 Top Pick for Learning
common sense education

bronze 2015 learning impact award

IMS GLOBAL® Learning Consortium

Wharton University of Pennsylvania   SEI Center
STARS AWARDS 2015 REIMAGINE EDUCATION

1000+ schools

Government of South Australia
Department for Education

UNITED ARAB EMIRATES MINISTRY OF EDUCATION

White Plains Public Schools REAL-LIFE LEARNING

Monticello PUBLIC SCHOOL DISTRICT

The Makers Empire
3D Design & Technology Program

An all-in-one solution for effective planning, teaching & assessment
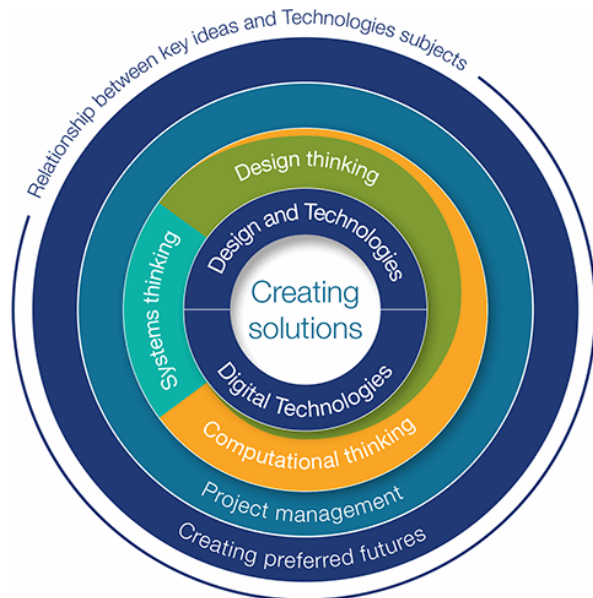
From the Australian Curriculum

Why?

Design Thinking underpins learning in Design & Technology curriculum.

Primary and elementary school teachers around the world are increasingly being required to teach Design Thinking using current technologies to address curriculum demands.
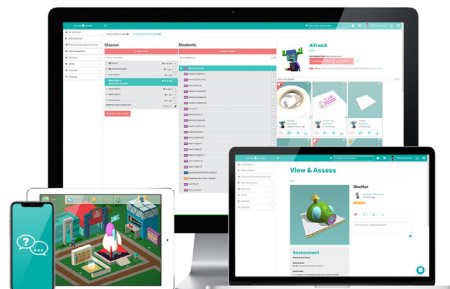
Teaching students Design Thinking helps them develop 21st century learning skills - Critical Thinking, Creativity, Collaboration and Communication - and an innovation mindset.
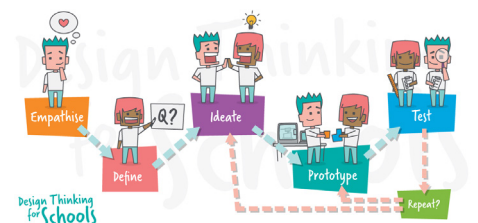
Our program includes...

Makers Empire 3D App
The world's most fun and easy-to-use 3D design software.

Teacher Dashboard
Effective planning, class management, and built-in assessment tools. Curriculum-aligned challenge paths and 150+ lesson plans.

Learning by Design course
Custom professional development using evidence-based maker pedagogies.

"As a school, this has been a game changer in the 3D design game for our students of all ages. This is a great design and creation tool that teachers and students can use to be innovative and share ideas with a vibrant community of makers. With Makers Empire, students learn how to identify needs and opportunities and then create, prototype, test and refine designs of solutions using 3D printing,"

Craig Kemp, former Head of EdTech at Stamford American International School, Singapore

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