

Makers Empire Implementation Plan



GETTING STARTED: TEACHERS

	Action	Time Req.	Who
1	Set up teacher accounts in the Teacher Dashboard. All teachers will then receive an activation email.	20 minutes	Lead teacher
2	Follow instructions in email to activate account	5 minutes	All staff
3	Follow Getting Started menu in the Teacher Dashboard. Includes: <ul style="list-style-type: none">• Downloading and familiarising with Makers Empire 3D app• Setting up a class and adding students• Setting up class devices• Student log-in• Suggested first lesson• Finding and assessing student work• 3D printing options	30 minutes plus set-up and lesson time	All staff
4	Complete online Professional Development module in the Teacher Dashboard.	90 minutes	All staff

GETTING STARTED: STUDENTS

	Task
1	Students learn how to use QR Code log-in (K-2) Students are given log-in details (3-5) Student set up own accounts (6-7)
2	Students create their avatar and complete the basic tutorials in the Training Lab
3	Students are given time to explore the 3D world
4	Students complete a challenge in Challenge Central
5	Students enter a Monthly Design Competition
6	Students given a design problem to solve or use Makers Empire in an integrated lesson (see lesson ideas in the Teacher Dashboard)

GETTING STARTED: ORGANISATION

	Action
1	Install Makers Empire design software on all devices (download from www.makersempire.com/download) Which devices will be used? (BYOD, class set of tablets, makerspace, computer suite etc.) How will updates be managed?
2	Refer to http://help.makersempire.com/ for troubleshooting support or use help function on Makers Empire website
3	Set <u>privacy</u> settings as desired
4	Set up 3D printer and accessories Will the printer be moved from room to room or be placed in a central location such as the library? Is ventilation needed? Who will be responsible for printing designs and managing the process?
5	School wide safety and responsible use guidelines established.

SCHOOL WIDE IMPLEMENTATION

Technology Specialist to support classroom teachers to implement Makers Empire by supporting one grade level cohort each term:

Roll-out	Term 1	Term 2	Term 3	Term 4
Year 1	STEM Club	Technology specialist classes	Technology specialist classes	Grade 6
Year 2	Grade 5	Grade 4	Grade 3	Grade 2
Year 3	Grade 1	K		

INTEGRATION PLAN

	Term 1	Term 2	Term 3	Term 4
ODD YEARS	K-2 literature-based project	Grade 5 environmental project	Grade 3 local history project	Grade 6 Graduation Project
	Grade 4 community project	Grade 6/7 crossed-aged buddy project	Whole School Design Challenge	Celebration project K-6
		Term 2	Term 3	Term 4
		Grade 5 invention project	Grade 3 science-based inquiry	Grade 6 Graduation Project
		Grade 6/7 entrepreneurial project	Whole School Maker Challenge	Charity based project K-6