



Maker Skill Sprint: Design Your Own

Use this tool to plan one skill sprint within a cycle. Determine up front the focus of the skill sprint and then plan an activity for each mode of maker-based instruction (exploration, skill-building and challenge). These activities will support students' development of affective, skill-based and cognitive objectives.

What is the organizing theme for this skill sprint cycle?

What is the focus of this skill sprint?

How does this skill sprint align with your overall learning goals for your students?

Affective Learning Objectives:

Skill Learning Objectives:

Cognitive Learning Objectives:

How will I use the **Exploration Mode** to kick off this skill sprint?

Reference the pink Introduction to the Exploration Mode sheet for ideas.

Exploration Mode

Describe how you will use the **Exploration Mode** to build excitement while tapping into students' prior knowledge and abilities.

How will I use the **Skill-Building Mode** to develop a specific skill in students?

Reference the dark blue Introduction to the Skill-Building Mode sheet for ideas.

Skill-Building Mode

Describe how you will introduce a new skill and build proficiency in that skill during the **Skill-Building Mode**.

Activities should preserve opportunities for creativity when possible but instruction may be procedural.

How will I use the **Challenge Mode** to serve as a culmination for this skill sprint?

Reference the light blue Introduction to the Challenge Mode sheet for ideas.

Challenge Mode

Describe how you will use the **Challenge Mode** to encourage students to apply their new skills to solve an open-ended problem.