



# Maker Skill Sprint Cycle: Design Your Own

Use this tool to plan a skill sprint cycle. Determine up front what the focus will be for the cycle and then plan a series of skill sprints to support students' development of affective, skill-based and cognitive objectives. At the end of the cycle, plan a culminating activity in which students to apply their new knowledge and skills to solve an open-ended challenge.

What is the overarching theme for this skill sprint cycle? Take a look at the Organizing Themes section of the Maker-Based Instruction Resource Guide.

How does this skill sprint cycle align with learning objectives for your students?

Affective Learning Objectives:

Skill Learning Objectives:

Cognitive Learning Objectives:

Skill Sprint 1

Skill Sprint 2

Skill Sprint 3

Skill Sprint 4

Skill Sprint Cycle Challenge

