

Alignment of Makerspaces with the Professional Standards for Teachers

Standard	Graduate Teacher	Proficient Teacher
<p>2.6 Information and Communication Technology</p>	<p>Implement teaching strategies for using ICT to expand curriculum learning opportunities for students.</p> <p><i>By accessing and using ideas from the Maker Space website Graduate teachers will be able to demonstrate knowledge of current ICT trends of interest to 21st century learners and adapt these to teaching and learning opportunities</i></p>	<p>Use effective teaching strategies to integrate ICT into learning and teaching programs to make selected content relevant and meaningful.</p> <p><i>By incorporating Maker Spaces into teaching and learning programs proficient teachers will be able to demonstrate the incorporation of innovative ICT to make content more in tune with the experiences of 21st century learners.</i></p>
<p>3.1 Establish challenging learning goals</p>	<p>Set learning goals that provide achievable challenges for students of varying abilities and characteristics.</p> <p><i>By adapting the Maker Space as an educational environment teachers will be able to set a range of goals for student in a stimulating environment</i></p>	<p>Set explicit, challenging and achievable learning goals for all students.</p> <p><i>The ability to be able to differentiate in the Maker Space environment is in being able to provide a range of resources that students can use to achieve an end goal.</i></p>
<p>3.4 Select and use resources</p>	<p>Demonstrate knowledge of a range of resources, including ICT, that engage students in their learning.</p> <p><i>Maker Spaces are inviting and in providing ICT projects such as Arduino and Raspberry Pi students are invited to understand the programming behind technology.</i></p>	<p>Select and/or create and use a range of resources, including ICT, to engage students in their learning.</p> <p><i>Maker Space projects allow students to decide on the direction that the learning takes dependant on the skills students already hold. The programming available via Raspberry Pi and Arduino means students can create complex coding systems to achieve a number of end products.</i></p>

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<p>4.4 Maintain student safety</p>	<p>Describe strategies that support students' wellbeing and safety working within school and/or system, curriculum and legislative requirements.</p> <p><i>Due to the practical nature of Maker Space activities it is necessary to make sure that a risk assessment (QLD example: please check your state/territory regulations) of the activity is undertaken.</i></p>	<p>Ensure students' wellbeing and safety within school by implementing school and/or system, curriculum and legislative requirements.</p> <p><i>Due to the practical nature of Maker Space activities it is necessary to make sure that a risk assessment (QLD example: Please check your state/territory regulations) of the activity is undertaken.</i></p>
<p>4.5 Use ICT safely, responsibly and ethically.</p>	<p>Demonstrate an understanding of the relevant issues and the strategies available to support the safe, responsible and ethical use of ICT in learning and teaching.</p> <p><i>Teachers need to understand the role of digital citizenship in any activity involving ICT.</i></p>	<p>Incorporate strategies to promote the safe, responsible and ethical use of ICT in learning and teaching.</p> <p><i>Teachers will be able to embed digital citizenship awareness within the activities for the Maker Space that involve ICT.</i></p>
<p>7.4 Engage with professional teaching networks and broader communities</p>	<p>Understand the role of external professionals and community representatives in broadening teachers' professional knowledge and practice.</p> <p><i>Be a member of Maker Space networks/communities that teachers can access for advice and information including innovative ways to use Maker Spaces.</i></p>	<p>Participate in professional and community networks and forums to broaden knowledge and improve practice.</p> <p><i>Be an active contributor to Maker Space networks/communities and sharing knowledge gained through these networks/communities to improve the Maker Space experience for students.</i></p>