Tools for recognition and validation of learning outcomes

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Makerspace for Inclusion

Development of an award system

Why are classic award systems not ideal in Makerspace environments?

- May not be recognised internationally
- Limited by language
- The learner has little say in the process of recognition
- May not be motivated through the entire learning process
- Generally assesses the end result only

M4I award system

Consist of 3 components:

Skill Badges

Competency Badges

Maker level belt

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Skill Badges

Skill badges show that a certain skill has been developed, through completion of a task or activity.

Examples of skills include:

- Soldering
- 3D printing
- Hand sewing
- Workshop safety

Designs are on TinkerCAD. They are modifiable and 3D printable in your space.

Competency Badges

Competency badges reward young participants for their growth in certain areas which are thought of as being important to Makers.

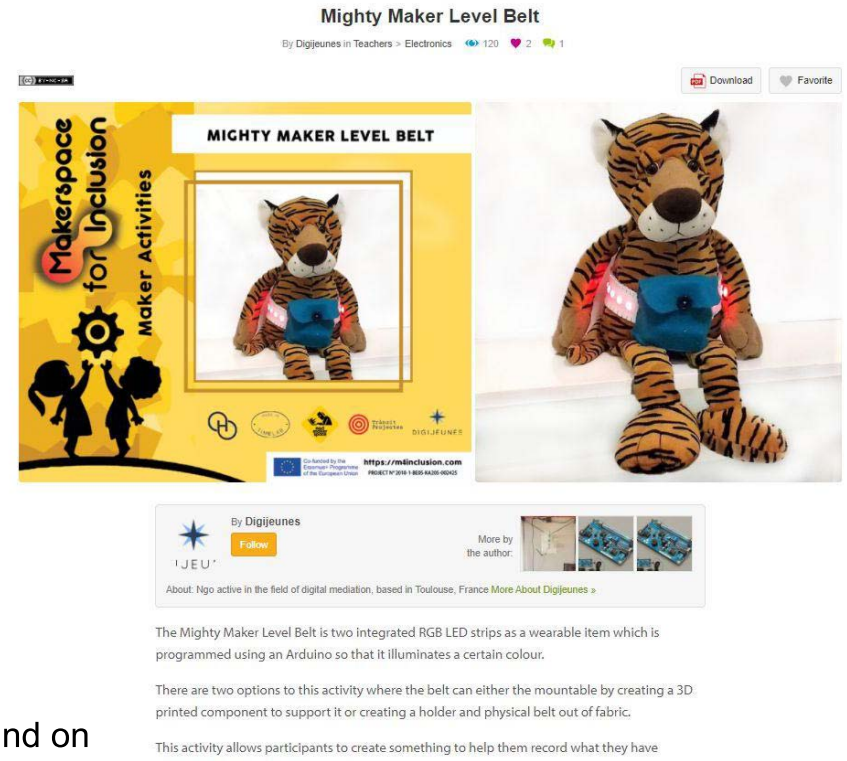
Competency badge designs include:

- Teamwork
- Community
- Coding
- Creativity

Designs are on TinkerCAD. They are modifiable and 3D printable in your space.

Mighty Maker Level Belt

The level belt hopes to bring skill badges and competency badges together and be a way for young people to register their overall progression as a Maker over time.



Tutorial can be found on instructables

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Defined Competency and Maker levels

All detailed information can be found through the guide.

Level	Competency			
	Problem Solving	Creativity	Community	Coding
1	Able to identify a problem and break it down into components.	Able to express creativity through aesthetic means (eg. decorate an object).	Able to work with others.	Able to use visual coding software to create basic programmes.
2	Able to identify a problem and dissect it into components. Able to brainstorm possible ideas for solving it.	Able to customize outputs that come from recipe-like making activities.	Able to engage and share with the digital making community.	Able to use visual coding software to create more complex programmes. Able to complete small tasks and challenges using visual coding software.
3	Able to identify a problem and break it down. Able to brainstorm possible	Able to use items, objects and materials in novel ways to make a simple	Able to support others and work together with those around	Able to use visual coding for more complex tasks, that can be integrated with

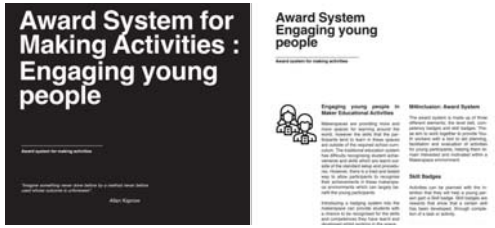
Belt colour	Skill and competency requirements
Red	• Level 1 reached in all 4 competences • 2 skill badges obtained
Blue	• Level 2 achieved in all 4 competences • Obtained 2 further skill badges (4 in total)
Green	• Level 3 achieved in all 4 competences • Obtained 2 further skill badges (6 in total)
Yellow	• Level 4 achieved in all 4 competences • Obtained 2 further skill badges (8 in total)
Violet	• Level 5 achieved in all 4 competences • Obtained 2 further skill badges (10 in total)

Where to find more information..

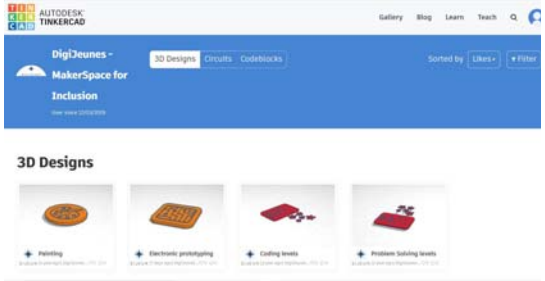
Through the Makerspace for Inclusion website:

www.m4inclusion.com

Downloadable guide online



Modifiable designs on TinkerCAD



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Pilot testing with young people

Tested on groups of young people

- Aged between 9 and 14 years old
- In Makerspace environments setup in Fablabs, libraries and youth centres.

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Any Questions?

What are the award systems you currently use?

Get in touch with us...

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Thank you!

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