Better Learning by DESIGN

At Makers Empire, we believe every child can make their world better.

Makers Empire includes all the tools, resources, curriculum and support teachers need to effectively and efficiently develop K-8 students' Design Thinking skills, make teaching STEM fun, and cover the Australian design and technology curriculum.

Why Design Thinking?

"Design Thinking underpins learning in Design and Technologies."*

Teaching Design Thinking from a young age offers many benefits including:

Student as Creators – Students are positioned as creators, inventors, innovators and problem solvers.

Problem Solving – Help students develop empathy for others as well as confidence in their own abilities and healthy self-esteem.

Growth Mindset – Encourage students' persistence, resilience and a Growth Mindset.

Meaningful Collaboration – Students learn how to give and receive constructive feedback and the value of collaboration.

Entrepreneurial Behaviour and Global Citizenship – students learn how to identify and solve real-world problems to become useful and productive members of society.

Why Makers Empire?

With Makers Empire, teachers can harness the full potential of 3D design and printing to teach STEM concepts, Design Thinking and 21st century learning skills. Benefits for schools include:

Complete Solutions – Much more than just software, our award-winning solutions include everything schools need to integrate Design Thinking, 3D printing, and 3D design effectively and efficiently.

Age Appropriate Tools – Makers Empire is uniquely designed to be accessible, engaging and rewarding for K-8 students.

Cover Design & Technology Curriculum – Teachers can cover the Australian design and technologies curriculum using Makers Empire's learning resources.

Make STEM fun - Teachers report increased levels of confidence in their ability to teach all STEM subjects after using Makers Empire. Plus, Makers Empire is ideal for teaching the often neglected and overlooked 'E', i.e. Engineering, in STEM.

Innovative Solutions

Makers Empire's School Subscriptions include:

Makers Empire 3D - The world's easiest (and funnest) to use 3D design software.

Curriculum-Aligned Lesson Plans - Challenge and inspire students with 130+ engaging lesson ideas.

Professional Development for Teachers - Learn more about Design Thinking and Maker Pedagogy.

Easy Class Management - Spend less time managing students' work and more time teaching!

Built-in Assessment - Makes assessing, guiding and rewarding students' efforts quick and effective.

Unparalleled Support - Our dedicated support team ensures teachers can focus on what they do best - teaching!

" The Makers Empire 3D app exceeded our expectations. The design and creative elements of this software have been carefully designed to engage children while opening up numerous educational opportunities and learning experiences."

- Stephen Corcoran, Director of Digital Learning, St Stephen's School, WA

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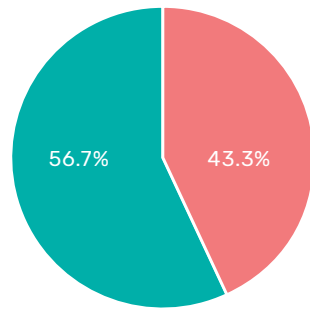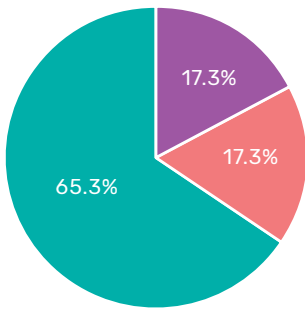* https://www.australiancurriculum.edu.au/f-10-curriculum/technologies/key-ideas/

Better Learning by DESIGN

Makers Empire works.

In 2017 the efficacy of Makers Empire's Learning by Design course was tested with a sample group of 50 schools. The resulting data reflected improvements in all key areas.
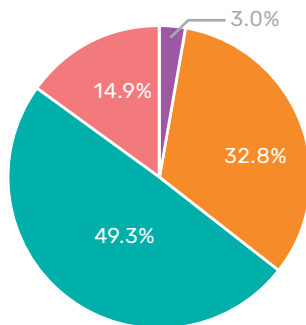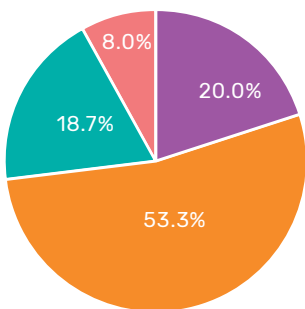
Pre Project (75 responses)   **Post Project** (67 responses)

Pre Project: 17.3% / 17.3% / 65.3%

Post Project: 56.7% / 43.3%

My confidence in my ability to teach STEM subjects could be described as

- not at all confident
- somewhat confident
- very confident

Pre Project: 20.0% / 53.3% / 18.7% / 8.0%

Post Project: 3.0% / 32.8% / 49.3% / 14.9%

My familiarity with the Design and Technologies subject is

- minimal
- moderate
- strong
- extensive

Feedback on the course

"This was the best PD that I have been involved in for ages… This whole project has been inspiring for teachers and students in empowering students to become change makers"

"I was a little hesitant at first, but as soon as I began working on my project it became very exciting…I love learning about new things particularly in the area of technology and design and this was the perfect opportunity. I have learnt more in the last 4 months than I have for a long time. Thank you!"

Examples of students' prototype designs