



Literacy Connected Makerspaces

Syllabus

This course invites educators to explore how literacy and makerspace practices intersect to deepen inquiry, creativity, and engagement in any content area. Through short videos and reflective prompts, teachers will consider how to adapt makerspace challenges for their own classrooms—whether building story settings from recycled materials, designing vocabulary games, or engineering models inspired by informational texts. The course emphasizes Universal Design for Learning (UDL) principles to ensure all learners can access and express understanding through hands-on creation.

Contact Hours: 1

Course Learning Objective:

Learners will identify connections between literacy skills and makerspace learning experiences to plan one literacy-linked makerspace activity for their students.

Course Structure:

This course consists of three parts.

1. Watch - Participate in a live session or watch the recorded session to learn about the skills you will need to complete the course.
2. Learn by Doing - Complete this activity to practice the skill(s) presented.
3. Learning Artifact - an activity to apply knowledge or reflect on practice in your setting required for course credit.

Learning Artifact/Demonstration of Learning:

For the learning artifact, learners design a literacy based challenge for students in their setting using everyday items.

Skills Checklist

- ☐ Select a children's literature book to spark wonder and curiosity



- ☐ Promote the design process to empathize, design, build, test and iterate and share
- ☐ Engage students in hands-on activity to show what they know about the story.
- ☐ Explore UDL practices to increase engagement

Resources:

- ☐ **Design Challenges:** [Canva Slides](#)
- ☐ **Wobble or Balance:** [Hero Elementary PBS Learning Media](#)
- ☐ **PBS Kids Games:** [A center or home activity](#)
- ☐ [UDL Explainer](#)

Learning Artifact Survey:

- ☐  Learning Artifact: Literacy Connected Makerspaces

Standards:

Ohio Educator Standards

- 4 Teachers plan and deliver effective instruction that advances the learning of each individual student.
- 5 Teachers create learning environments that promote high levels of learning and achievement for all students

ISTE Educator Standards

- 2.1. Learner Teachers
 - continually improve their practice by learning from and with others and exploring proven and promising practices that leverage technology to improve student learning. Teachers:
 - 2.1.b. Pursue professional interests by creating and actively participating in local and global learning networks.
 - 2.1.c. Stay current with research that supports improved student learning outcomes, including findings from the learning sciences.
- 2.5. Designer Teachers
 - design authentic, learner-driven activities and environments that recognize and accommodate learner variability. Teachers:
 - 2.5.a. Use technology to create, adapt and personalize learning experiences that foster independent learning and accommodate learner differences and needs.
 - 2.5.b. Design authentic learning activities that align with content area standards and use digital tools and resources to maximize active, deep learning.
 - 2.5.c. Explore and apply instructional design principles to create innovative digital learning environments that engage and support learning





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