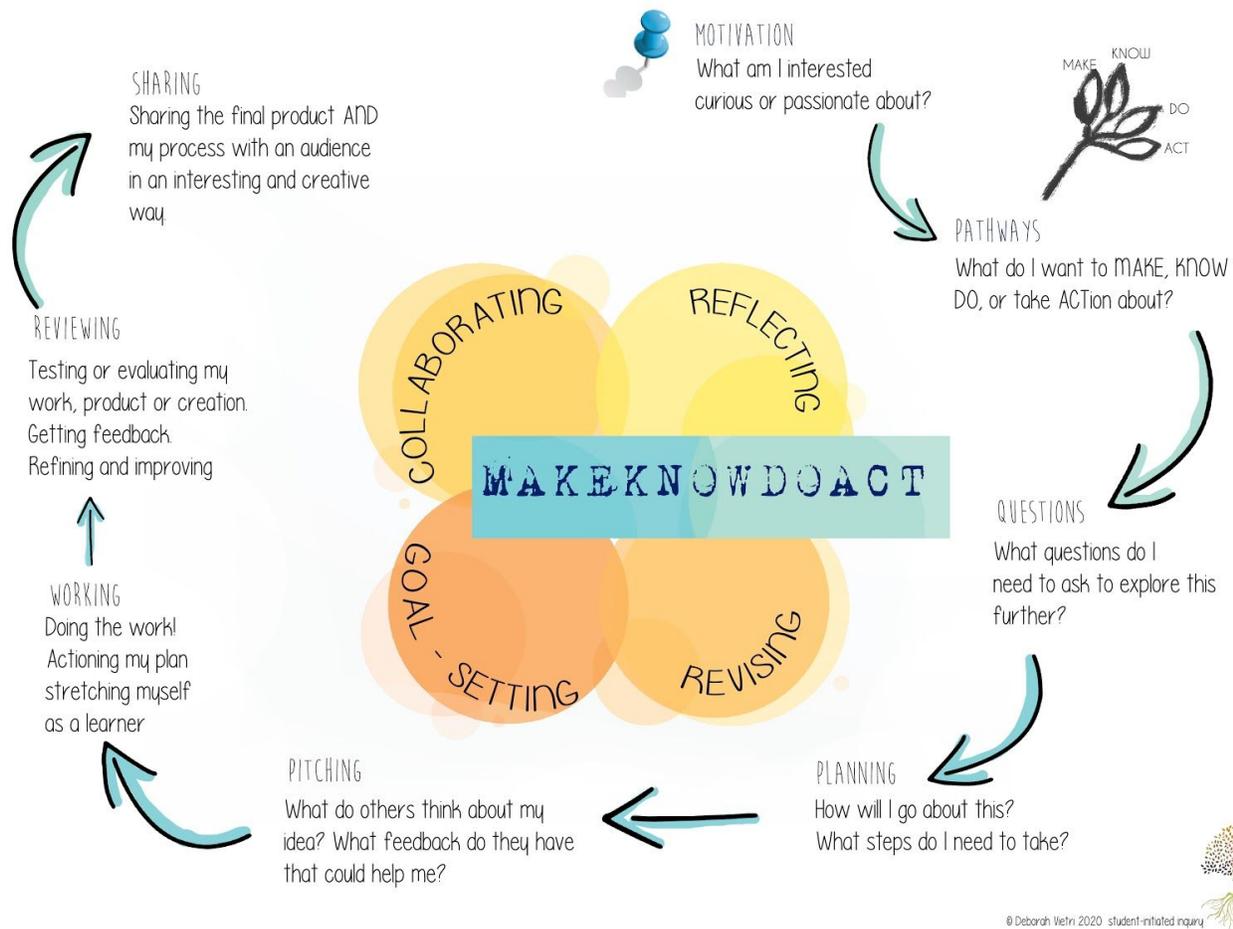


# Makeknowdoact

## Guide to choosing and designing a MKDA project



**Remember that a Makeknowdoact project**  
is a chance for you to grow as a learner, unleash your talents and curiosity, and develop your learning skills and dispositions.

# Let's get motivated!



You get to design and complete your own personalised project about something you are interested in or curious about, or something you are really passionate about that you want to take further.

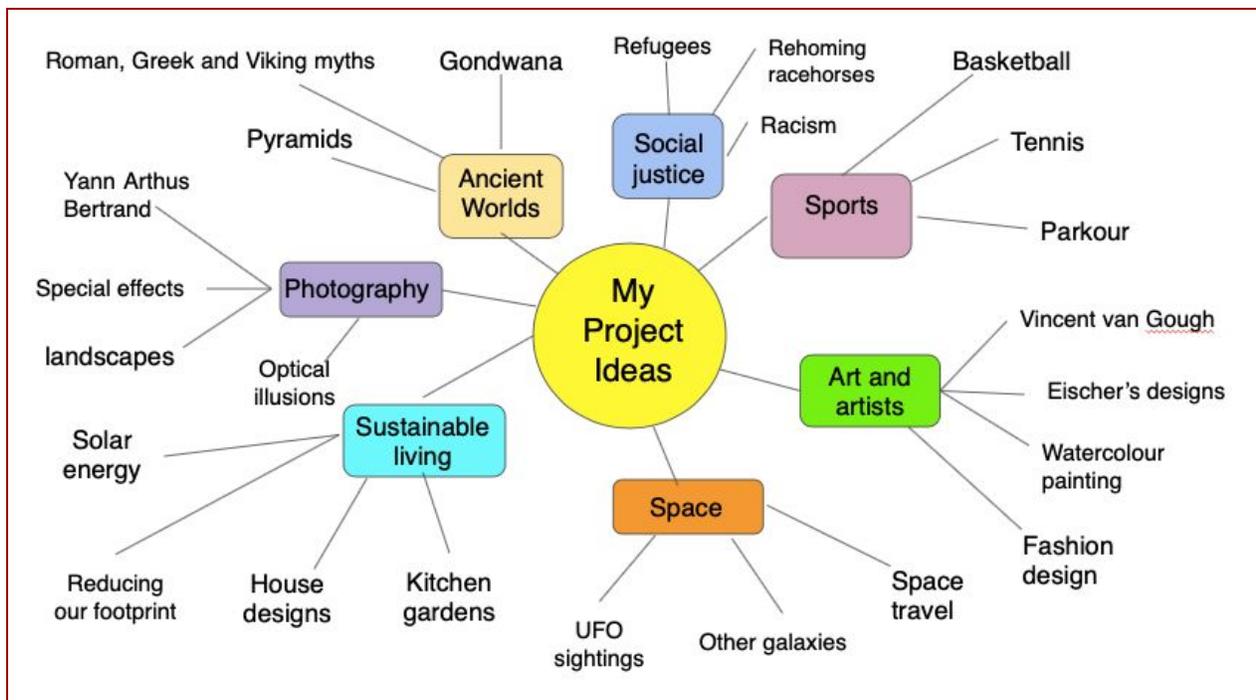
Your project could be something you want to **make**, something you want to **know** about, something you want to learn how to **do**, or something you feel really strongly about that you want to take **action** about!

## Think about what inspires you before you choose.

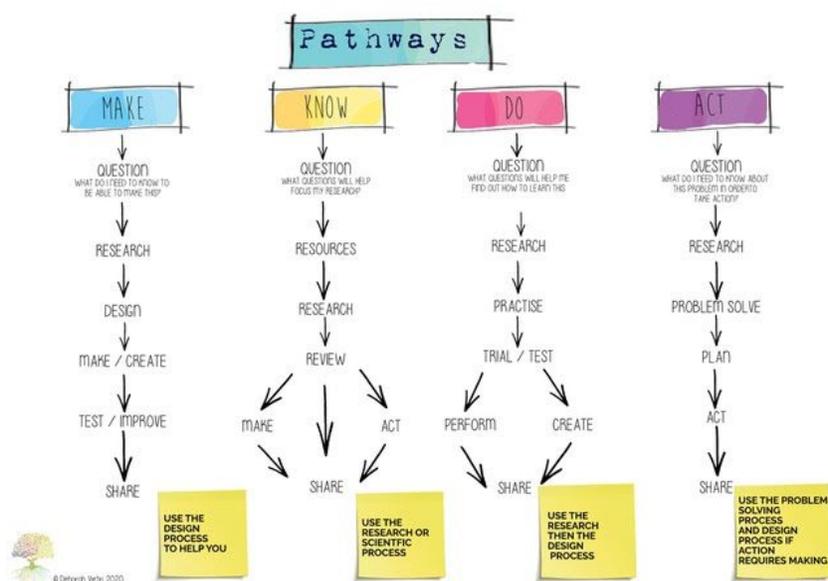
On a large piece of paper, or in a journal, you could create a concept map to brainstorm some possibilities like this one. Or you could just create a list.

- Think about things you already really like and know a lot about.
- Then think about things you have heard about and might be interested in knowing more about.
- Finally, open your eyes to the world around you, have a look at any inspiration stations your teacher has set up, view the ['Let's Get Inspired' slideshow](#), and record anything that sparks an interest in you.

### Example of a concept map brainstorm



# Explore the pathways



Think about your list of topics and areas of interests you listed on the previous page. Looking at the 4 different pathways, what possible projects could come from these ideas?

List a few ideas for each of the 4 pathways in your journal that you think would be worth exploring.



What might you design and make, construct or create?

The aim of a Make project is to design and make a product, or a prototype, or a service for yourself or others. Make projects have a purpose, and that can be a need, a want, or an opportunity.

Make projects should be of high quality and follow the design process.

Examples of Make projects include, but are not limited to:

- Construction using; wood, cardboard, recycled materials, metal, textiles, lego, papier mache, modelling clay, natural materials eg. sticks, logs, stones, plants.
- Craft projects such as tie-dyeing, fabric, sewing, jewelry-making, pottery, origami, mask making.
- Engineering or mechanical projects such as making simple machines, things that move, robotics, electronics, circuits.
- Making with technology eg. apps, websites, games, coding, spheros.
- Arts projects using a range of mediums: paint, pastels, charcoal, photography, printing, sculpture, graffiti, music, dance.
- Media projects; making a movie, puppet show, stop motion, soundscapes
- Literary projects; write a novel, picture story book, graphic novel, script.
- Projects involving food; growing your own food, designing recipes, designing a restaurant.



*What might you want to know or learn more about?*

A Know project requires you to research and gather information, leading you to know and understand more about the topic than you did before.

*Know projects are driven by rich questions and follow the research process.*

Examples of **Know** projects include, but are not limited to these categories and topics:

- Animals; wild, zoo, farm, pets, ocean, land, sea, endangered.
- Countries; places, cultures, food, arts, language, cities.
- People; famous people, heroes, villains, people you admire.
- History; events, people, lifestyles (eg. fashions, food, transport, technology), change, family stories, migration stories, ancient civilisations.
- Mysteries of the natural world; different environments, ocean, outer space, solar system, natural disasters.
- Mysteries of the built world; 7 wonders of the world, landmarks, buildings.
- Sports; sportspeople, teams, Olympics, types of sports, world records, games.
- Arts; music, dance, film, 2D, 3D, street art, arts movements, famous artists.
- Science projects- using the scientific process and setting up experiments to answer a scientific question is another form of research. Eg. How do different drinks affect your teeth? Does hot water freeze quicker than cold water? Does playing music to your plant affect its growth?



*What new skill or talent might you want to master?*

A Do project involves learning and practising how to do something you didn't know how to do before. It sometimes leads to making or performing your new skill.

*A Do project requires investigation using the research process, and lots of practise.*

Examples of **Do** projects include, but are not limited to learning how to:

- Learn a new sport, something really unusual, not something you already know how to do such as; petanque, boules, croquet, badminton, orienteering, ultimate frisbee, korfbal, 'muddle quidditch'!
- Learn a craft technique; knitting, sewing, crocheting, woodwork, origami, pottery, batik,
- Learning skills in the arts; painting, drawing, animation, playing a musical instrument, hip hop or contemporary dance, photography.
- Specialist techniques; magic tricks, creating optical illusions with photos, creating sound effects.
- Life skills; gardening, cooking, first aid, bushcraft
- Learn a different language; French, Japanese, Auslan (sign language)



*What do you feel strongly about and want to take action on?*

An Act project is where you take positive action to solve a problem or improve a situation that is impacting yourself or other people. It requires you to come up with ideas, make plans and do something to make a difference.

An Act project has a goal you work towards and utilises the problem-solving process.

Examples types of **Act**ion projects include, but are not limited to:

- Think local or global.
- Bringing peace in the world: human rights issues, social justice, bullying, racism.
- Environmental issues: deforestation, endangered animals, water, overuse of resources, non-renewable energy, introduced species, poaching, climate change, habitat destruction, reduce/reuse/recycle.
- Equity and fairness; fair trade, poverty, equal opportunity, Indigenous rights, kids rights, animal rights.
- Responding to situations; natural disasters, refugees, homelessness.
- Local issues; check local newspapers or survey community members about improvements in your community.
- Improving your school or something at home; playground challenges or things for kids to do at break times, resources, opportunities, safety, something to make life easier for you or your family, or your pet.

Examples of ways to take **Act**ion include, but are not limited to:

- Raising awareness (the more people who know about the issue, the more effective your action).
- Starting a campaign.
- Join an existing campaign such as Act for Wildlife or Caritas.
- Writing to a member of parliament or someone else in authority.
- Designing and making something.
- STOP doing something (eg. stop using palm oil).
- START doing something (eg. composting).
- Random acts of kindness or helping someone in need.
- Donate your time to a cause.
- Fundraising can be an effective way to take action BUT we have to be careful that we are not asking family and community members for money too often. If you can think of other ways to make a difference. Always check with your teacher and Principal before planning a fundraiser.

# Decide and explain



Now it is time to make a decision about which topic and pathway you want to select.

Remember that a Makeknowdoact project *is a chance for you to grow as a learner, unleash your talents and curiosity, and develop your learning skills and dispositions.*

So it needs to be a project that:

- ❖ You are really interested in and motivated about.
- ❖ Stretches your learning and challenges you to go beyond what you already know and can do.
- ❖ Is manageable given the resources and time you have available.
- ❖ Would be interesting, innovative and worthwhile.

## Pre-planning: things to think about

These are the things you need to think about before putting in your project proposal to your teacher. You don't need to do the work yet, but you need to have some idea of where your project is going and how you are going to go about it. You could record your pre-planning notes in your journal.

*Questions:* All projects, no matter which pathway you choose, will require some investigation. What questions will you need to ask and explore to take this project idea further?

*Planning:* What will this project involve? How will you go about this? What steps will you need to take? What resources might you need.

## When you have your project clear in your mind 'pitch it'

Talking through your ideas with your classmates and your teacher will help you be clear with your thinking. Present your idea and your thinking clearly and confidently and ask for their feedback. Things to include in your pitch:

- What your project idea is
- Why you want to do it
- How it will stretch you as a learner
- How you will go about it



Consider the feedback then complete the project proposal on the next page.

Project proposal name:

<p><b>What?</b> What is my project idea? What do I want to Make, know, do or take action on?</p>	
<p><b>Why?</b> Why do I want to do this?</p>	
<p><b>Questions</b> What questions will I need to investigate to complete my project?</p>	
<p><b>Plan</b> What steps will I need to take to complete my project?</p>	
<p><b>Stretch</b> How will this stretch my learning? How will this challenge me?</p>	
<p><b>Resources</b> What materials or support will I need?</p>	
<p><b>Share</b> How might I share this with others?</p>	



Check in. Share your proposal with your teacher and discuss your ideas and ask for feedback.

# Get started! Start working!

You can use the Make, Know, Do or Act 'guidelines for managing a project' that matches your pathway. This guideline can help you carry out your plan if you are unsure about the steps. Remember that plans don't always go smoothly. Sometimes projects go 'off road', they take twists and turns and don't stick to the original plan, and that's okay! When we go 'off road' sometimes we discover things we hadn't imagined

## Makeknowdoact

Guidelines for managing a Make project



In the **Make** pathway, the design process can help you complete your project. Good luck and have fun!



Remember that a Makeknowdoact project is a chance for you to grow as a learner, unleash your talents and curiosity, and develop your learning skills and dispositions.

This is a guide to help you manage your project. Sometimes projects go 'off road', they take twists and turns and don't stick to the original plan, and that's okay! When we go 'off road' sometimes we discover things we hadn't imagined. This guide can help you know what to do next, or how to get back on track when you go too far 'off road'.

## Makeknowdoact

Guidelines for managing a Know project



In the **Know** pathway, the research process can help you complete your project. Good luck and have fun!

RESEARCH PROCESS					
For Independent Researchers and Inquirers					
Curious	Question	Locate	Record	Review	Share
What am I curious about? What do I already know about this? What would I like to investigate further?	What questions will I investigate? What do I need to know?	Where will I find the information I need? How will I find the information I need? How will I find the information I need?	How will I record the information I need? How will I record the information I need? How will I record the information I need?	How will I review the information I need? How will I review the information I need? How will I review the information I need?	How will I share the information I need? How will I share the information I need? How will I share the information I need?
I might... I could... I should... I would... I could... I should... I would...	I might... I could... I should... I would... I could... I should... I would...	I might... I could... I should... I would... I could... I should... I would...	I might... I could... I should... I would... I could... I should... I would...	I might... I could... I should... I would... I could... I should... I would...	I might... I could... I should... I would... I could... I should... I would...

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## Makeknowdoact

Guidelines for managing a Do project



In the **Do** pathway, the research process can help you complete your project. Good luck and have fun!

RESEARCH PROCESS					
For Independent Researchers and Inquirers					
Curious	Question	Locate	Record	Review	Share
What am I curious about? What do I already know about this? What would I like to investigate further?	What questions will I investigate? What do I need to know?	Where will I find the information I need? How will I find the information I need? How will I find the information I need?	How will I record the information I need? How will I record the information I need? How will I record the information I need?	How will I review the information I need? How will I review the information I need? How will I review the information I need?	How will I share the information I need? How will I share the information I need? How will I share the information I need?
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## Makeknowdoact

Guidelines for managing an Action project



In the **Act** pathway, the problem solving process can help you complete your project. Good luck and have fun!

PROBLEM SOLVING PROCESS	
For Independent Problem Solvers	
What is the problem? What does it look like? What needs to be solved?	What is the solution? How will it solve the problem? How will it solve the problem?
I might... I could... I should... I would... I could... I should... I would...	I might... I could... I should... I would... I could... I should... I would...

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