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Implementation of a makerspace into a K-12 school



Soft Systems Analysis



"produces models focused on human activities and relevant structures used to explain complex, engineered systems" (Warren, Sauser and Nowicki, 2019).



Boardman and Sauser (2013) "the skill to build maps of these world of systems" (p. 10).

Why is the makerspace being created?

Researching underlying objectives and goals:



Why implement a makerspace?



Who is the intended audience?



What are the learning goals and objectives for the audience?



What is your budget for the space? Is it a re-occurring set of costs or do they vary?



Where will you set up the makerspace (or is it a rolling lab)?



Who will be the keeper of the space (librarian, gifted teacher, classroom teacher)?



