Making Moves
Learning moves that support a sensitivity to design

The capacities and their moves can be used to help design maker-centered learning experiences, and to support, observe, and assess maker-centered learning.   They apply to individual as well as collaborative learning.   Collaborative can mean anything from working closely with other people together at the same time, to connecting with others virtually or physically across time and space. It can apply to a broad range of interactions, from structured, prolonged group work to informal moments of seeking and offering help and inspiration.
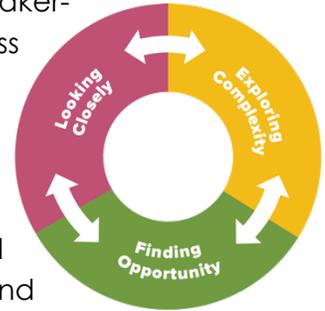
LOOKING CLOSELY

Using any and all of the senses to fully notice what's there

- *Notice everything*—Cast a wide net to capture all that you can observe.
- *Revisit*—Look/listen/touch again, and see if you can find something new.
- *Use categories*—Look for different kinds of features or components.
- *Juxtapose*—Look at things side by side; compare, observe relationships.
- *Physically change perspectives*—Look from high, low, far away, close up.

EXPLORING COMPLEXITY

Illustrating and exploring the multiple ways that things, ideas, and systems can be complex

- *Explore inner workings*—Explore how things, ideas and systems work—what are their parts and interactions?
- *Explore points of view*—Consider and take different perspectives: What different ways can you look at this?
- *Probe your own perspective*—Examine your own assumptions and beliefs.
- *Look back and forward*—Explore the histories and possible futures: How did this come to be? Where might it be going?
- *Tinker to explore*—Take things apart, put things together, play around with how things work.

FINDING OPPORTUNITY

Envisioning designs, redesigns, and hacks

- *Envision*—Imagine what could be invented, or how things could be changed.
- *Reframe*—Rethink, refocus, or re-define a problem, opportunity, or procedure; hack or repurpose how things work.
- *Source resources*—Be proactive and creative about finding information, advice, and instruction.
- *Prototype and test*—Make models and run tests; try things out to see what works.
- *Make (and draw) plans*—Identify steps; sketch what things could look like and how they could work; illustrate ideas & processes.