



# MAKE U IN – Maker Education supporting inclusive environments at primary schools

Project n. KA210-BY-24-12-247490

MAKE U IN Learning Session Guide

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The editing of this document was finished on October 2025

Project website: <https://www.makeuin.eu/>

MAKE U IN is an Erasmus+ Small-scale partnerships in school education

Project Number: KA210-BY-24-12-247490

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This document has been created by the collaboration of the whole MAKE U IN partnership: FabLab München e.V. (DE) -project Coordinator, Mindleap S.L. (ES), UNIWERSYTET KOMISJI EDUKACJI NARODOWEJ W KRAKOWIE (PL).

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## Introduction

The document was created within the MAKE U IN project to provide a framework for the organisation of educational workshops (MAKE U IN Learning Sessions) focused on the implementation of inclusive Maker-based activities in primary schools.

The Learning Sessions, guided by experts in Maker Education and inclusive teaching practices, aimed at transferring knowledge, skills, and competences to teachers, educators, and trainers, enabling them to implement hands-on, inclusive maker-based initiatives in their classrooms. This document provides practical guidelines for schools, teachers, and trainers who wish to structure similar training activities.

We strongly recommend consulting and using the MAKE U IN Resource Repository, available on the project website: [www.makeuin.eu](http://www.makeuin.eu)

## Learning Outcomes:

**Competence:** Design and implement inclusive maker-based learning experiences in primary school.

## Knowledge:

- Understand the principles of inclusive education.
- Understand the principles of Maker education.
- Recognise how maker-based approaches promote creativity, problem-solving, inclusivity and accessibility.
- Identify the educational potential of key maker technologies (e.g., 3D printing, laser cutting, microcontrollers, basic electronics).
- Understand safety principles and classroom management strategies when using maker tools.
- Be familiar with the structure and content of the MAKE U IN Resource Repository.

## Skills:

- Select the most suitable technology based on the learning goal and students' needs.
- Select and adapt lesson plans and maker activities from the Repository to suit students' learning profiles.
- Organise and guide basic maker-based tasks (e.g., prototyping, digital fabrication) that involve all students.
- Monitor and adjust activities in real-time to respond to individual learning needs.
- Evaluate the effectiveness of implemented activities.

## Target Group (Participants):

10 primary school teachers and educators in each partner country.

## Trainers:

2 experts in inclusive maker-based activities

**Delivery:** in total, 2 Workshops and 1 Final session will be organised online (or in person) and will be based on the materials developed for the MAKE U IN Resource Repository.

The 3 different sessions will be organised in national languages. They will last 4 hours each and will be organised one month after the other so that the participants can better explore the topics presented and design concrete action plans.

## Topics:

### First Session

- Pre-test online assessing the participants' competences
- Introduction to Inclusive Education and Maker Education: key principles and benefits
- Maker-based learning in primary schools: creativity, problem-solving, and accessibility
- Strategies for integrating maker education into everyday primary school practice
- Exploring the MAKE U IN Resource Repository: structure, lesson plans, and activity design

### Second Session

- Pedagogical Approaches to design inclusive maker-based activities
- Safety, classroom management, and adaptation strategies in maker-based settings
- Hands-on with Maker Tools (i.e. 3D printing, laser cutting, microcontrollers, and basic electronics)
- Peer exchange and collaborative planning of maker projects

### Third Session

- Development of inclusive maker-based learning activities tailored to students with diverse needs (lesson plan)
- Presentation and peer feedback
- Post-Test online assessing the participants' competences
- Final Evaluation