



# TAKING MAKING INTO CLASSROOMS



## Glossary of Terms

### **Constructionist**

a learning theory that advocates for experiential, student-centred learning through the use of manipulative materials to create tangible objects in the real world

### **Constructivist**

a learning theory that individual knowledge is constructed through the social interactions of a group

### **Critical Friend**

a trusted person who asks provocative questions, provides data to be examined through another lens, and offers critiques of a person's work

### **Design Thinking**

a structured design process that can be used to systematically consider and resolve real world problems

### **Inquiry Questions**

questions that encourage exploration and engagement with curricular topics

### **Lateral Thinking**

creative problem solving by making unusual or unexpected connections between ideas

### **Problem Scenarios**

provide information and context in the form of a story or narrative that sets the scene for a project and creates a starting point from which students can imagine a different future

**Universal Design for Learning (UDL):** an approach to learning that seeks to accommodate individual learning differences.