

What will you Create, Make, and Learn?



Designing Interdisciplinary STEAM based Learning Experiences

- **Be Inspired** by powerful examples of STEAM integration across the curriculum. Set meaningful goals for your own student experience design.
- Participate in hands on skill-building sessions that **create confidence with new tools** and techniques for learning through creating and making.
- **Complete and share a Meaningful Making Project** applying your learning through design, creating, and making
- **Design a student learning experience** where creating and making are central to your curricular goals and provide opportunities for students to develop growth or proficiency of Vermont Transferable Skills
- **Hybrid Course:** 02/02/2026 – 05/30/2026
Combination of Lab time and online module
Synchronous Class Session first Monday of each month
See Syllabus for more details.

Create confidence with tools and practices to design hands-on minds-on experiences that

Build Relationships

integrate STEAM (Science Tech Engineering, Art, Mathematics)

Amplify Project Based Learning

Engage ALL students using UDL Strategies



Choose hands on lab topics based on your project goals:
Laser Cutters, 3D printing,
Craft Cutters, Circuits,
Cardboard, Coding, Robots,
Makey Makey, microBits,
e-Textiles
Artificial Intelligence

\$900 re-certification credit only

\$1400 recertification credit w/
classroom maker tools/supplies

+\$435 graduate credit option

Register or Reserve space at
www.CreateMakeLearn.org