

## MAKERS' SPACE FOR KNOWLEDGE, EDUCATION & EXPLORATION







#### PROTOTYPE

the product & test for its effectiveness

# **EXPLORE**

new concept & tools

#### **EMPATHISE**

with the problems in your surrounding





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Enquiry &

### **APPLY**

your learning to daily life



# MODEL OF

SELF LEARNING

### **EXPLAIN**

your learning & ideas







#### **IDEATE**

on the product design & functionality

### CREATE

products through experimentation

### **DEFINE**

the problem & explore possible solutions









# **OUTCOMES**

Broaden Experiential Learning

**Enhance Rural Innovations** 

Inculcate approach to problem solving

Nurture creative & design thinking

Cultivate critical thinking & analysis

Promote peer learning & collaborations

## **OUTREACH**



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# MAKERS' SPACE FOR KNOWLEDGE, EDUCATION & EXPLORATION



Envisioning functional education through the pedagogy of discovery-based learning to build capacities towards the subjects of **Science**, **Technology**, **Engineering**, **Arts** and **Mathematics**