MAKERS’ SPACE FOR KNOWLEDGE, EDUCATION & EXPLORATION

MODEL OF SELF LEARNING

EXPLORE
new concept & tools

EXPAND
with the problems in your surrounding

APPLY
your learning to daily life

APPLY
the product & test for its effectiveness

CREATE
products through experimentation

DEFINE
the problem & explore possible solutions

IDEATE
on the product design & functionality

EXPLAIN
your learning & ideas

EMPATHISE
with the problems in your surrounding

PROTOTYPE
the product & test for its effectiveness

Meaningful Collaboration
Critical Thinking
Life Skills
Mathematics in Engineering
Natural Sciences
Design & Arts
Social Sciences
Digital Learning & Programming
Experiential Learning
Creativity & Innovation
Enquiry & Problem Solving

Knowledge Building

Meaningful Collaboration
Creativity & Innovation
Enquiry & Problem Solving
Envisioning functional education through the pedagogy of discovery-based learning to build capacities towards the subjects of Science, Technology, Engineering, Arts and Mathematics.