



MUSEUM
OF
MAKING
DERBY SILK MILL

INSPIRE THE MAKERS AND INNOVATORS OF THE FUTURE

JOIN THE CLIMATE (IN)ACTION CHALLENGE AT THE MUSEUM OF MAKING IN DERBY

A fantastic opportunity for pupil-led design, discovery and making. The Climate (in)Action challenges are aimed at young people aged 13-16, 15-18 and 16-21 and run throughout the 2022/23 academic year.

FREE TO PARTICIPATING SCHOOLS



Supported by:

IMI

midlandsmakerchallenge.org



OVERVIEW OF THE MIDLANDS MAKER CHALLENGE

WANT TO SIGN UP?

For up to date details of Climate (in)Action challenges starting in September/October, January/February and April/May, visit the website at midlandsmakerchallenge.org to sign up teams from your school.



The Midlands Maker Challenge aims to empower the next generation of makers and innovators. The challenge is for each team to imagine, design and develop a solution to a brief that puts people at its core.

WHAT YOU NEED TO KNOW ABOUT TAKING PART

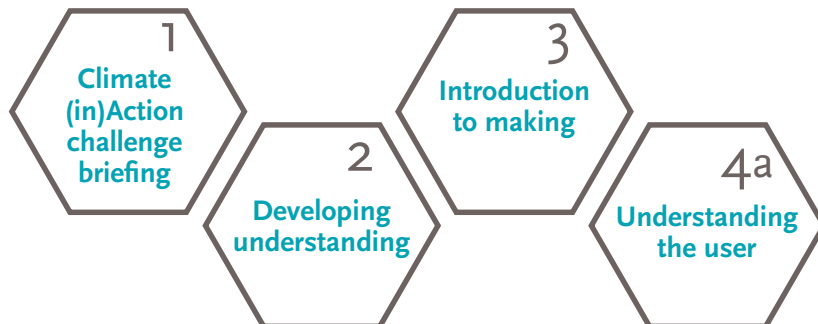
- 4 How we support the makers of the future
- 5 Exploring climate change using a brief
- 6 Collaborating with people, community and place
- 7 Being inspired by the collections at the Museum of Making
- 7 Support throughout the challenge by STEAM* mentors
- 8 The challenge in a nutshell and sign up information

* Science, Technology, Engineering, Arts and Maths

THE CHALLENGE JOURNEY

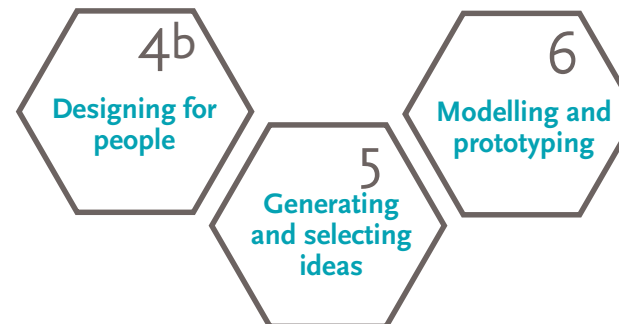
CLIMATE (IN)ACTION CONTEXT DAY

The focus of the context day at the Museum of Making is to understand the history of making, the Climate (in)Action brief, considering the user to make meaningful solutions, and framing responses to the challenge.



ACTIVITY IN SCHOOL

Using digital resources and a physical maker kit to help develop ideas into a useful solution to the challenge.



CELEBRATION DAY

A day at the Museum of Making to shout about the journey and the solution to the challenge.



Full details about content and delivery are available on the website



EMPOWERING YOUNG PEOPLE THROUGH MAKING



The Midlands Maker Challenge encourages an open and exploratory mindset to help young people feel empowered to make a difference in their communities and to learn and develop new skills.

INSPIRING YOUNG MAKERS

DEFINING MAKING

Making helps us make sense of the world and builds skills that last a lifetime.

Making is about using your head, heart and hands to imagine and create something that serves a purpose and leaves a mark.

It can be anything from making something using hand tools, making a palace in Minecraft right up to engineering rockets or building ships!

WE ARE ALL MAKERS

We want young people to identify as makers in whichever capacity they enjoy working. Making encompasses many practices and tools, and it is important that we recognise and encourage this through the challenge.

We help young people to connect with their making heritage and skills, building understanding of what making is through discussions, collections and mentoring.



Resinktoloo - A household waste water filter, re-using sink water to flush the loo, created in response a water use brief.

EXPLORING CLIMATE CHANGE

CLIMATE (IN)ACTION THEME AND BRIEF

The Climate (in)Action theme has been developed in response to young people's climate change concerns. It allows them to connect their passions and skills in a way that is relevant to them.

Teams are encouraged to come to the challenge with an open mindset and, by using a person-centred approach the challenge can help them create meaningful solutions relevant to users whilst engaging with topics that interest them.



CREATING IMPACT

The brief changes each term, with topics such as biomimicry, water use and adapting cities for climate change.

Each brief offers an exciting opportunity for young people to take ownership of their futures and empower them to be the next generation of changemakers, be that locally or further afield. We emphasise the potential impact they might have in creating change.

A coral reef replanter that dispenses genetically modified coral polyps, resulting in new coral reef growth, created in response to a biomimicry brief



LED BY PUPILS

The challenge is an opportunity for pupil-led discovery, giving young people a chance to take part in an activity that encourages learning from failure, hands-on making and designing for a user.

Young people are motivated to tackle the brief in their own way, building on their collaborative interests and passions. They are encouraged to pursue any idea, no matter how imaginative - the bigger the better, the sky is the limit!

Full details about content and delivery are available on the website



COLLABORATING TO CREATE IMPACT, DRIVEN BY INNOVATION



Building on the region's long history of innovation, the Midlands Maker Challenge invites young people to work together to deliver meaningful solutions to real-world problems.

COLLABORATING WITH PEOPLE

YES, AND...

The challenge uses a person-centred approach, encouraging collaborative working, listening and co-operation.

Emphasising skills in creativity, critical thinking, communication, collaboration and making, young people are given tools to help them develop and maintain an open, collaborative mindset. The teams learn new ways of thinking with each module.

PERSON-CENTRED

A person-centred approach helps us to frame the challenge by encouraging teams to reflect on their area of interest, user(s) and solution.

Whether their idea will be used by an individual, a group of people or even a community or place, they learn to empathise and understand to help them create meaningful solutions.



.....
Dresses made in response to a biomimicry brief, including sustainable materials and messages

LEARNING FROM THE PAST

CONTACT DAYS

Each challenge launches with a context day in The Studios at the museum, using the collections, mentors and staff to inspire and excite teams to get making! The day sets the scene for the challenge, which continues back in schools using Canvas, the Derby Museums' digital learning platform.

The challenge finishes back at the museum for a celebration of achievements and presentations of the solutions created.



THE MUSEUM OF MAKING AT DERBY SILK MILL

Situated on what is widely regarded as the site of the world's first modern factory, it's the perfect place to inspire young people!

With a collection of 30,000 items based on a heritage of making in Derbyshire, it celebrates all makers from the industrial companies through to hobbyists.

Teams are encouraged to explore the collections, get making and celebrate their achievements at the end of the challenge.

MENTORING SUPPORT

Teams will be supported by a mentor throughout the challenge. The mentor team comes with a wealth of skills developed by working and studying in different sectors from paleobiology to engineering, textiles, fashion design and fine art.

Mentors act as critical friends, sounding boards, and advisors for the teams. It is a great opportunity for teams to learn from and be inspired by industry professionals!



Image: The Assemblage at the Museum of Making © Chris Seddon Photography / Derby Museums

Full details about content and delivery are available on the website

IN A NUTSHELL

Blended delivery with:

- ✓ Two contact days at the Museum of Making, Derby
- ✓ Online content and resources
- ✓ Mentoring support
- ✓ Maker kit to develop prototype

Challenge time requirements

- ✓ Two days - Museum of Making
- ✓ Four hours - digital content
- ✓ Six hours - creating prototype
- ✓ Two hours - writing presentation
- ✓ Five hours - mentor support

3 challenges per term

- ✓ 13-16 - eight-week challenge
- ✓ 15-18 - eight-week challenge
- ✓ 16-21 - twelve-week challenge

We recommend teams of:

- ✓ Three or four young people

The challenge can be run in:

- ✓ The National Curriculum
- ✓ Extra-curricular clubs
- ✓ To support assessed activity (e.g. DT GCSEs and A Levels)
- ✓ SEND settings

The challenge is free

- ✓ To participating schools thanks to a donation from IMI plc

Prizes

- ✓ At the end of the challenge, teams will present their solutions to industry judges and prizes will be awarded

FIND OUT MORE

More information about content, delivery and taking part in the Midlands Maker Challenge is available at: midlandsmakerchallenge.org

Please contact Paul Liptrot at: paul2@derbymuseums.org.uk with any questions.

SIGN UP NOW

To register your interest in taking part, please complete the form at: bit.ly/MMCsignup2022

INSTITUTE OF STEAM

The Midlands Maker Challenge is part of the Institute of STEAM*, a quality mark recognising and celebrating the development of skills and behaviours that support those taking part in STEAM powered learning activity at the Museum of Making.



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