1. **MakerSpace consists of our vast archive of stories and primary source media used with our CurriculumMaker, AssignmentMaker and StoryMaker apps to make new lessons, stories, projects and papers.**

2. **Archive stories model research and storytelling and deliver content knowledge to inform new stories. Find, study, evaluate and select primary source media images, videos, documents and audios to construct new knowledge works using AwesomeStories apps.**

3. **Use any or all of the MakerSpace components in your teaching.**

4. **Use the AwesomeStories Archive and the 100+ Eminent Archives to research.**

5. **Bookmark resources you want to share with your students.**

6. **Use Academic Alignments from story pages and AwesomeSearch to find resources that meet your instructional plan.**

7. **Open StoryMaker from your Teacher Dashboard to write your own story:**
   As a resource to your students or colleagues,
   As a complete unit or semester guide, with a chapter for each subtopic.
   Put primary sources in your "media stream."

8. **Go to CurriculumMaker.**
   Has your school or district set up your scope and sequence here?
   If not, enter unit names, concepts covered, standards targeted.

   Check for linked stories, add stories you find appropriate to each unit.

   Look for aligned activities (Assignments/lessons, learning tasks, questions 2 Ponder.)

   As you make new Lessons, submit them to your school or district for approval.

9. **Your work can be added to the shared curriculum for your subject/grade instantly.**

10. **Set up your classes.**
    Your school or district may have enabled this, or you can set up by uploading a class file or entering individually.

    Create subgroups for classes for differentiated instruction.

11. **Open AssignmentMaker.**
    Create Assignments, describing your lesson.
    Add Learning Tasks – from our archive or that you create yourself. Assign students to write with StoryMaker, if desired.
    Choose rubrics to guide students' work and your grading. Tell students how to use the rubric.

12. **Choose the students, class or groups to pursue the lesson.**

13. **Communicate with students. Read, evaluate, comment and grade.**

14. **Share stories with the class and lead collaborative activities.**

AwesomeStories Archive

4300+ stories
100,000+ primary sources

StoryMaker™

Research, write, cite, publish from genius app!

AssignmentMaker™

Create story and primary source-based lessons

CurriculumMaker™

Your curriculum – with stories and media - online