



0. MakerSpace for the Humanities - Story Preface

**1. MakerSpace for the Humanities**

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Welcome to *MakerSpace for the Humanities*—the first integrated solution for teacher-and-student work in humanities research, thinking, writing and citing.

AwesomeStories models research and storytelling, delivering meaningful and authentic primary sources to inform and inspire new stories. Teachers and students explore, study, evaluate and select primary-source media images, videos, documents and audios to construct their own knowledge-based work using the AwesomeStories apps.

AwesomeStories MakerSpace includes:

- An extensive Archive (including thousands of stories and primary sources);
- AssignmentMaker (the app teachers use to build or assign archive lessons);
- StoryMaker (the app teachers and students use to research, read and evaluate archive content—and to write, cite and publish new stories);
- CurriculumMaker (the app which matches stories, sources and lessons to your school's scope-and-sequence curriculum).

Polk Technology Specialist, Kay Teehan, remarks:

*I can't believe how fast and easy it is to use StoryMaker! I research the AwesomeStories archive right from the app, write my story, enter links, note sources, and presto—I've created a multimedia story complete with beautiful images, videos and reliable citations ready for publication for learners and teachers around the world as well as my own students.*

It is easy to make a story using this process:

- Start with finding authentic primary resources through the AwesomeStories archive (or any of the 100+ linked world-renowned archives);
- Study those sources and consider the selected subject/topic;
- Write the story (properly citing all references).

MakerSpace for the Humanities works for college and graduate students but also for students as young as 3rd grade (with some help from teachers or parents).



In the *AwesomeStories Archive*:

- Historical figures are real people;
- Places are online field trips;
- Facts and figures are compelling stories;
- Points-of-view are knowable and debatable;
- Primary sources are findable and usable;
- Original documents are alive with scratch-outs and edits;
- Videos reveal meaningful context;
- Images enhance learning; and
- Online reading and research is guided and fun.

This helpful, reliable, engaging teaching-and-learning resource was pioneered in 1999.

How does this happen?

Students encounter history, science, literature, the arts—and all other subjects—through topical story guides with embedded, curated multimedia primary sources.

Now, with the advent of applications:

- Students and teachers build and publish their own evidence-based multimedia content.
- Members access the Archive's stories *and* primary sources *and* the database of 100 world-renowned archives to do deep reading, critical thinking, map-out ideas, write stories, craft papers, cite sources (properly) and ... publish.

These skills meet goals required by today's careers, common-core standards and annual assessments.

Notes Deborah Bond-Upson, Chief Education Officer at AwesomeStories:

*Once teachers got their hands on the pilot version of our AwesomeStoryMaker app, "MakerSpace for the Humanities" was born. It became clear that teachers can produce not only stories to launch lessons and units, but digital curriculum. Students can create not only stories and articles but also term papers and group collaborative projects.*

Given the Internet-information cacophony, political, scientific, cultural and history-based stories circulate unexamined. Today's learners have the "benefit" of easy access to mass quantities of questionable information online. Students need guidance how to:

- Find reliable information;
- Identify primary sources;
- Frame research questions;
- Cohesively analyze a question;
- Build a story from a well-researched background;
- Write that story clearly; and
- Cite it properly (with respect and specificity).

MakerSpace for the Humanities provides that guidance and support, with resources and tools, which draw on:

- The AwesomeStories Archive;
- The StoryMaker apps; and
- Links to more than 100 world-renowned archives.

And ... now that teachers can take their curriculum, put it into story form and build-out chapters with multimedia primary sources, some purchases of textbooks—and even e-textbooks—can be avoided. Teachers can then share with each other, their district or beyond.

Most educators agree that STEM students need STEM MakerSpaces—support, plus tools—to explore their fields and to learn by making. Students at all levels in the humanities—not just language arts and social studies—need similar support and tools.

Given the transformation of Internet-research access—coupled with the transformation of education and work—students need access to reliable archives, and scaffolding, to learn proper research-writing-citing skills and practices.

The focus on STEM is critical for young people and our economy. STEM MakerSpace projects have brought inquiry-based and experiential learning to students who are now able to see future careers for themselves, motivating them to learn what is needed to reach education levels, career skills and eventual success as contributing members of society.

In like manner, current Common Core and state assessments demand the same kind of critical thinking—not to mention research and idea-generation ability—in language arts, social studies, film, history, sports and the arts. Knowing how to ask questions, draw conclusions and articulate findings helps to drive understanding forward across the humanities.

*MakerSpace for the Humanities* takes research and critical thinking to the next level:

- Teachers and students can use the archive, and the apps, to scaffold research, writing and citing.
- Students can complete papers or write stories.
- Teachers can write a story to launch a lesson, mount a unit or present an entire course in the multimedia, evidence-based story form.

*AwesomeStories* welcomes collaborations with districts, schools, teachers, homeschool parents and students of all ages.

Start Here or email [membership@awesomestories.org](mailto:membership@awesomestories.org) to learn more (and to request individualized support).

See Alignments to State and Common Core standards for this story online at:

<http://www.awesomestories.com/asset/AcademicAlignment/MakerSpace-for-the-Humanities-AwesomeStories-101>

See Learning Tasks for this story online at:

<http://www.awesomestories.com/asset/AcademicActivities/MakerSpace-for-the-Humanities-AwesomeStories-101>

## Media Stream



### MakerSpace for the Humanities

MakerSpace for the Humanities, With StoryMaker and the AwesomeStories Archive, you become a kind of Rumpelstiltskin, finding primary sources and weaving them, with your creative ideas into articles and stories. AwesomeStories, Deborah Bond-Upson View this asset at: <http://www.awesomestories.com/asset/view/MakerSpace-for-the-Humanities>

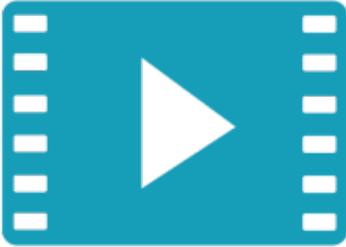


### Waikiki Student Recording Audio Narration

Waikiki Audio Narration, Photograph, Meghan Bundtzen, 2015

View this asset at:

<http://www.awesomestories.com/asset/view/Waikiki-Student-Recording-Audio-Narration>



### Waikiki Student Becomes 'Part of the Internet'

Video interview recorded by Deborah Bond-Upson, Waikiki Elementary School, 2015

View this asset at:

<http://www.awesomestories.com/asset/view/Waikiki-Student-Becomes-Part-of-the-Internet->



### StoryMaker for Members/Teachers Video

View this asset at:

<http://www.awesomestories.com/asset/view/StoryMaker-for-Members-Teachers-Video>



### StoryMaker for Students Video

View this asset at:

<http://www.awesomestories.com/asset/view/StoryMaker-for-Students-Video1>



### Welcome to AwesomeStories

Carole Bos, creator of AwesomeStories, welcomes site visitors and provides a very brief introduction to the site's content.

The video is 5:58 minutes long.

Video by Carole Bos, creator of AwesomeStories.

View this asset at:

<http://www.awesomestories.com/asset/view/Welcome-to-AwesomeStories>