

Scaffolding Assignment: Makerspace Paper

I. Make a Digital Literacy Product

In the Digital Literacies and Makerspace module, you will visit the Makerspace Studio at Houston Community College and participate in a workshop module under the guidance of the instructor and the program director. In this module, you will explore how people do languaging by using a wide range of multimodal communication tools including 3D printing machines, laser cutting, and vinyl cutting machines.

You will sign up for one activity among three options (3D printing or laser cutting or vinyl cutting) depending on your own interest so that you can have firsthand experiences in fabricating a tangible item, (i.e., a digital literacy product), by using tools and technologies in the Makerspace Studio. Before you come to this workshop, you will complete a Canvas module (Introduction to the Studio) and quizzes. For your reflection, you will jot down what you observe and take photos of specific moments and significant items during the workshop.

II. Write Your Reflection

After finishing the workshop, you will create a workshop report (Makerspace Paper) on the Innovation Module session, which will be submitted on Canvas. You will include your observations, findings, and reflections on your experiences in this workshop and connect your experiences to one or two of the case studies in “The Future of Literacy” in your Major Paper 2. In this brief writing, you will include two components: one descriptive paragraph and one or two reflective paragraphs (minimum 500 words) and one photo/figure you took in the workshop as a piece of visual evidence. To generate ideas for your Makerspace Paper, you might ask the following questions:

Descriptions

- What activities (3D printing or laser cutting or vinyl cutting) did you participate in?
- What happened in this workshop and your activity session? You will describe the events in an organized structure (chronologically or thematically, etc.).

Reflections

- What are the similarities and differences between your chosen case study from “The Future of Literacy” and your own experiences in Makerspace?
- What new findings did you get from these experiences?
- What remaining questions do you have?
- What implications do your experiences have for “The Future of Literacy”?

III. Connect Your Makerspace Paper to Major Paper 2 “Digital Literacy Analysis”

In the following class meeting, you will conduct an interview with your partner as an interviewer and contribute to your partner’s interview as an interviewee to share your experiences in the Makerspace session. In Major Paper 2, you will incorporate your own reflections in your Makerspace Paper and others’ experiences (interview transcripts) as supporting details for your responses to “The Future of Literacy.”

IV. Potential Questions for Your Peer Interview after Makerspace Activities

Literacy Environments

- What kind of literacy materials/environments did you have in your formative years or do you currently have (maps, books, magazines, subscriptions, computers, laptops, tablets, apps, and so forth)?

[This file is supplemental material to Lee, *Building Students’ Literate Agency through Makerspace Activities in a Two-Year College*, prompt 6.1 (2021), doi: 10.31719/pjaw.v6i1.90]

- What kind of digital devices or social media do you use to talk with your friends or family about something?
- Do you use digital media to write emails or a journal on your own time?
- How many hours do you spend for your self-sponsored (or non-academic) reading and writing?
- To what extent, do you agree or disagree with the statement that digital environments have changed our way of thinking, reading, speaking, and writing?

Reflections on Digital Activity Workshops (Makerspace sessions)

- What kind of ideas did you have in mind after completing Makerspace workshops?
- Can you share any ideas about it in this interview?
- How would you connect this workshop experience to your own digital environment or products you have created, if any (e.g., your workplace, smartphone pages/applications, self-made web pages and multimodal/digital projects, etc.)?

*Be mindful that you will not force questions to prove your preliminary hypothesis. Let your interviewee lead his or her stories and make your data shape your thesis. You will collect a few moments from you and your peer's experiences to examine the current literacies in digital fabrication environments and reflect on the social meanings.

Major Assignment: Analysis on Digital Literacy

Use standard MLA formatting (1-inch margins all around, double-spaced, Times New Roman, 12 pt.). Each page should be numbered and include your last name and the paper needs to include a heading.

For your second major assignment, you will analyze digital literacies of youth by integrating reading materials and reflecting on your experiences in doing digital platform-based activities. Drawing from the concepts and case studies of "The Future of Literacy," you will conduct your own mini case study on digital literacies, i.e., collecting evidence from observations of your own activity and your peer's experiences, via personal interview. By using the collection of evidence, you will explore how digital environments have changed your and others' everyday lives and what implications this change might have for our classrooms in secondary or post-secondary institutions.

This assignment will be composed of three parts: introduction (and thesis), summary and response ("The Future of Literacy"), case studies on your experiences and your peer's experiences (with a focus on their makerspace activities), and discussion/reflection. You will transcribe a one-minute interview audio recording from the interview with your peer and describe your findings.

You might start this project with some constructive questions: How do people read, write, and make something new in digital environments? What kind of digital communities do you or they belong to? What digital activities are you/they doing and what changes do they show, compared to previous literacy activities? After actively listening to and recording your peer's experiences surrounding experiences of digital activities and experiences in makerspace sessions in particular, you will be able to see a certain pattern from their stories and your stories such as daily digital literate practices and experiences in makerspace workshops (for 3D digital printing or laser cutting or vinyl cutting) in different contexts.

For this assignment, you will majorly use "The Future of Literacy" and the *They Say I Say* handbook. You can choose languages other than English for your rhetorical purposes.

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Unit Timeline

Week 1 Day 1: Entering into Major Paper II, Reading due: DeVoss et al. “The Future of Literacy”; Discussing digital literacy practices. Finding your interview partner and setting up a guiding hypothesis

Week 1 Day 2: Prewriting, Writing summary-response paragraphs

Week 2 Day 1: Reading Due: *They Say I Say*, Chapter 4 “Yes/No/Okay, But”; Makerspace IDEASudio Quiz due; Makerspace Workshop day (*we will meet at Makerspace IDEASudio)

Week 2 Day 2: Conducting a peer interview with your partner

Week 3 Day 1: Makerspace Paper Due; Transcribing interviews, Analyzing your interview data, observations, and experiences

Week 3 Day 2: Turning Makerspace Paper into your Major Paper II

Week 4 Day 1: Major Paper II Due, Doing peer review

Week 4 Day 2: Reflecting on Makerspace Paper and Major Paper II