

MakerSTEAM Account Guide





**MAKER
STEAM**



Step 1 - Credentials and recommendations

Log in to www.makersteam.net.

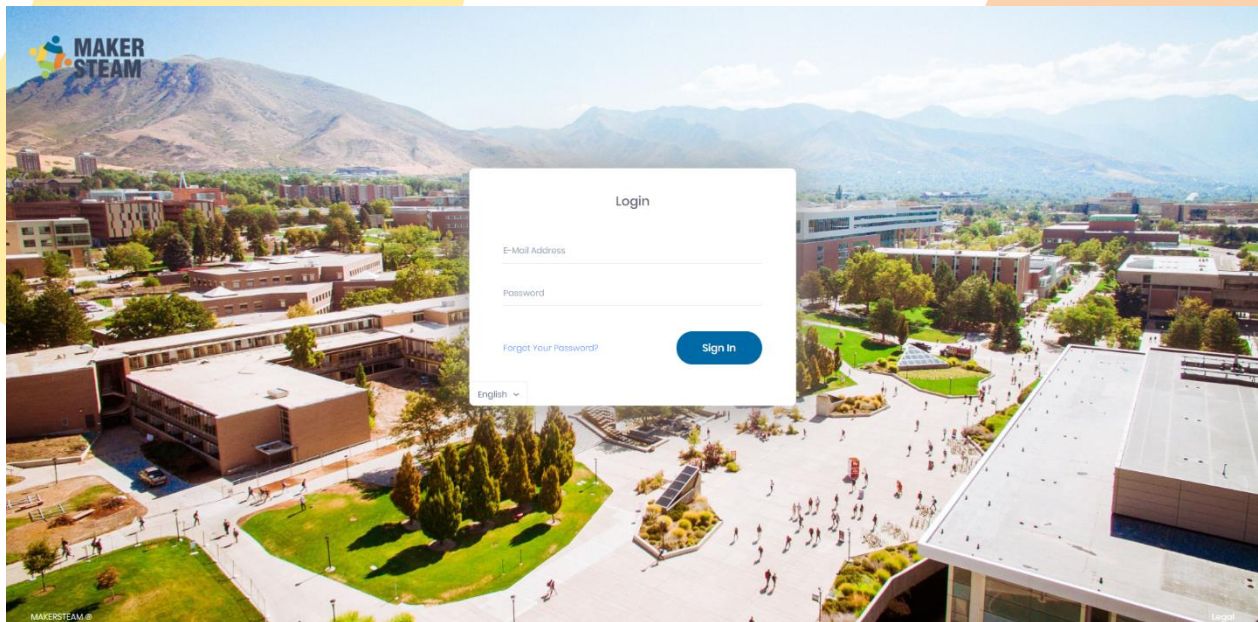
For a better experience on the platform, it is recommended that you:

- Use any device that has the most recent version of the Google Chrome browser .
- Use a PDF file viewer different from the one available by default in the browser; we recommend Adobe Acrobat .
- Have a stable internet connection of around 10 Mbps, a ping less than 50 ms, and access to the network through an Ethernet cable.

Step 2 - Access to the platform

Log in to the account and access:

The access credentials have been delivered in the email attached in this file.

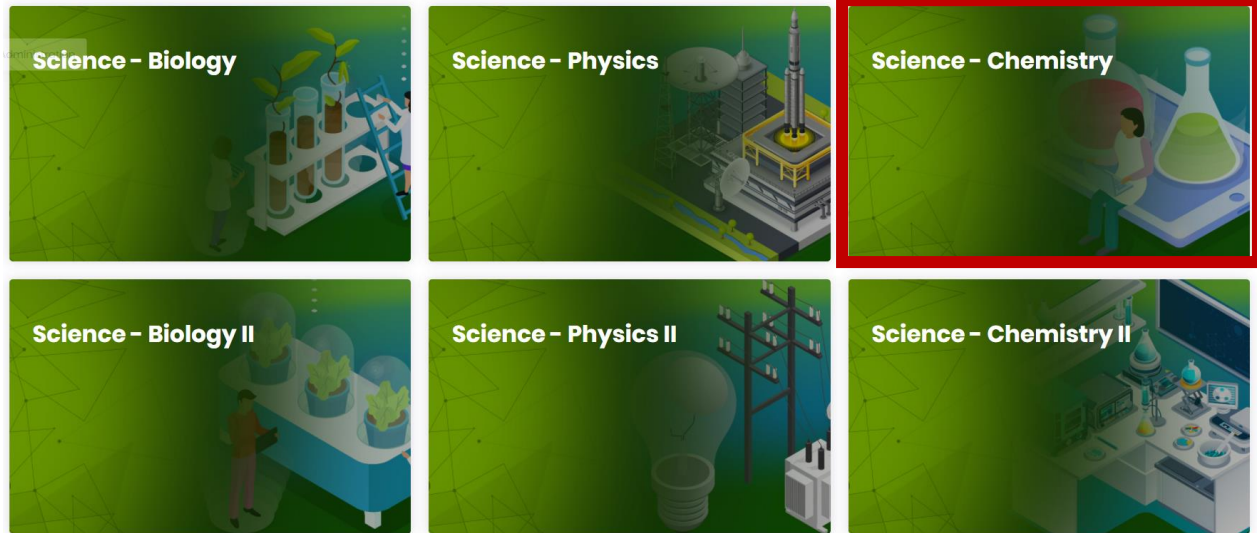




Step 3 - Navigation between categories and modules

Navigate between the categories (laboratories, curricular grades, academic development modules, etc.) and select a module that is relevant to your interests.

High School



Step 4 - Module tools

Within any module, you can see the tools available to the user. These tools may have different views or may not even appear depending on the type of user who is browsing (Student / Teacher).

Access Topics to view the demonstrative content of lessons and learning experiences.

Introduction to electronics

Dashboard

← RETURN



Select a demonstrative subject that catches your attention.

















Topics

← RETURN + ADD

A screenshot of the 'Add New Lesson' dialog box. It features a grid of lesson templates. The first row contains four templates: 'Demo - Early Elementary School' (52 lessons), 'Demo - Upper Elementary School' (80 lessons), 'Demo - Middle School' (98 lessons), and 'Demo - High School' (115 lessons). The 'Demo - Middle School' template is highlighted with a red border. Below this row are two more templates: 'Krypton' (73 lessons) and a blank template. Each template card includes an 'All' button, a 'Copy' icon, a 'Trash' icon, and an 'ENTER' button.

The demo lesson will always appear as the first in the list. You may notice that access to the rest of the lessons is disabled for the demo account.

Lessons:

Solar panel					ENTER
Weightlifter					ENTER
Garbage disposal unit					ENTER
Armed guardian					ENTER



Step 7 - Navigating within a lesson

Experience each element step by step by clicking on the left side panel and selecting the next element. Similarly, at any time during the lesson, you can click the button that opens the glossary and external resources panel.

Inheritance of Traits

Science 3

Competencies and Learning Objectives

Exploration Activity

Key Concepts

Foundation Activity

Closure

Evidence

Inheritance of Traits

Competencies and Learning Objectives

Competency

Analyzes and interprets data to provide evidence that plants and animals have traits inherited from their parents and that variation of these traits exists in a group of similar organisms.

Learning Objectives

The student:

- Identifies the traits of plants and animals to understand that traits can be inherited from previous generations.
- Recognizes the existence of dominant and recessive traits to understand that some traits occur in the next generation, and others appear until generations later.



Step 8 - Additional resources panel

Within the right pop-up panel, there are multiple tools that complement the learning experience inside or outside the classroom. The navigation buttons at the top of the panel allow you to include within each lesson:

- Glossary: Concepts that appear throughout the lesson; these can include images
- Additional resources: Downloadable content or content external to the platform which is relevant and complements the lesson
- Teacher resources: Space to upload personal files and share with students
- Other: Question banks with or without answers to encourage reflection questions; publish pop quizzes or exams or provide the students with a space for frequently asked questions derived from the lesson

The screenshot displays the MakerSTEAM Platform interface. The main content area on the left shows a lesson titled "Apparent age" with sections for "Competencies and Learning Objectives", "Competency", and "Objectives". The "Competency" section describes a task where students relate a picture to its apparent age. The "Objectives" section lists a goal for identifying programming structures. On the right, a pop-up panel is open, showing a "GLOSSARY" tab. It contains two entries: "Artificial intelligence" with a definition and an image of a brain with circuitry, and "Computer vision" with a definition. The panel also has tabs for "RESOURCES" and "OTHERS".



Step 9 - Content customization

The MakerSTEAM platform allows the teacher to manipulate existing lessons by hiding them from their students. In this manner, you can control the flow of content throughout the school year and complement each lesson with additional personal resources.

The teacher has the ability to create lessons using his or her own files along with the structure and tools available on the platform to design a learning experience.

Navigating through the different tabs allows the teacher to upload and organize elements according to the instructional design that he or she prefers. Only the required tools will be activated and visible to the students. In doing so, the planning of the lessons can become simple and intuitive for all those involved in the learning process.



Step 10 - Templates and deliverables

It is not necessary at any time to print, scan or take photos to deliver the activity PDF templates. They can all be managed virtually through your personal computer and the MakerSTEAM platform.

Teacher accounts can view student submissions, download files, and proceed with relevant assessments.

Invention

Introduction - What is an invention?

Demo - Elementary School Academy

Learning Objectives

Worksheet

What is invention?

Reading

Self-Assessment

Evidence

Instructions

Please upload your worksheet and self-assessment as evidence that you have completed the lesson.

Deliveries

Search

10

Name	E-Mail Address	Delivered At	Grade
Demo Student 3	demo3@makersteam.net	01-08-2021 7:28 pm	NA

Showing 1 - 1 of 1

Student accounts can upload compressed files or folders to deliver their assignments, and they will appear on the teacher's side of the platform.

Students should consider that PDF files should be downloaded to their computer.

DOWNLOADING: From your browser, you will need to download the file to your computer.

Fossils

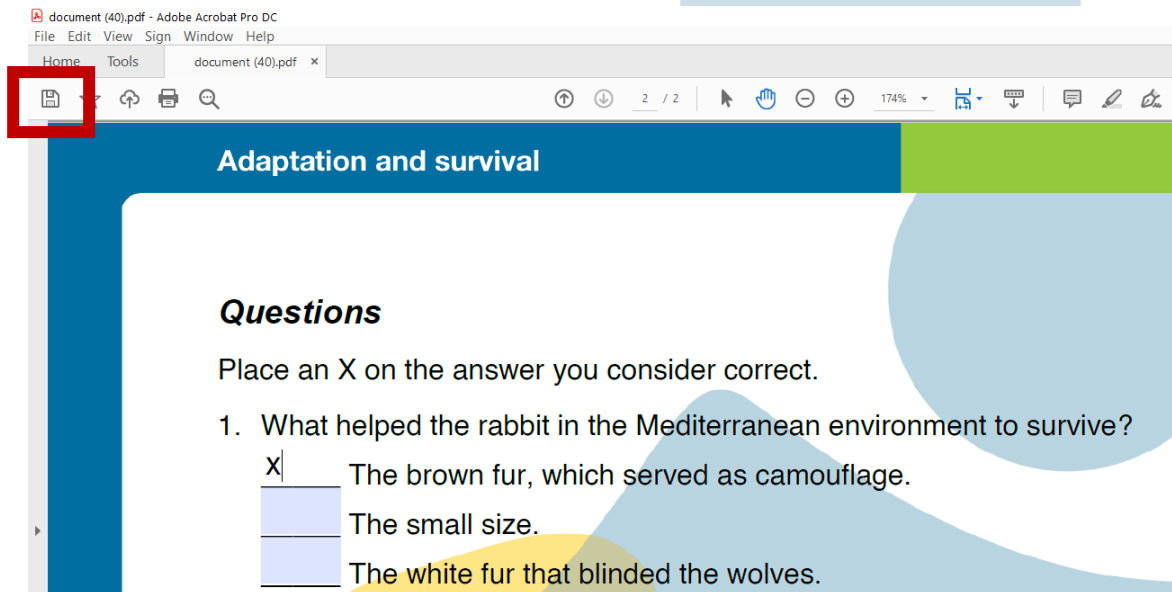
Word Search

The word search is a game that consists of discovering a certain number of words by

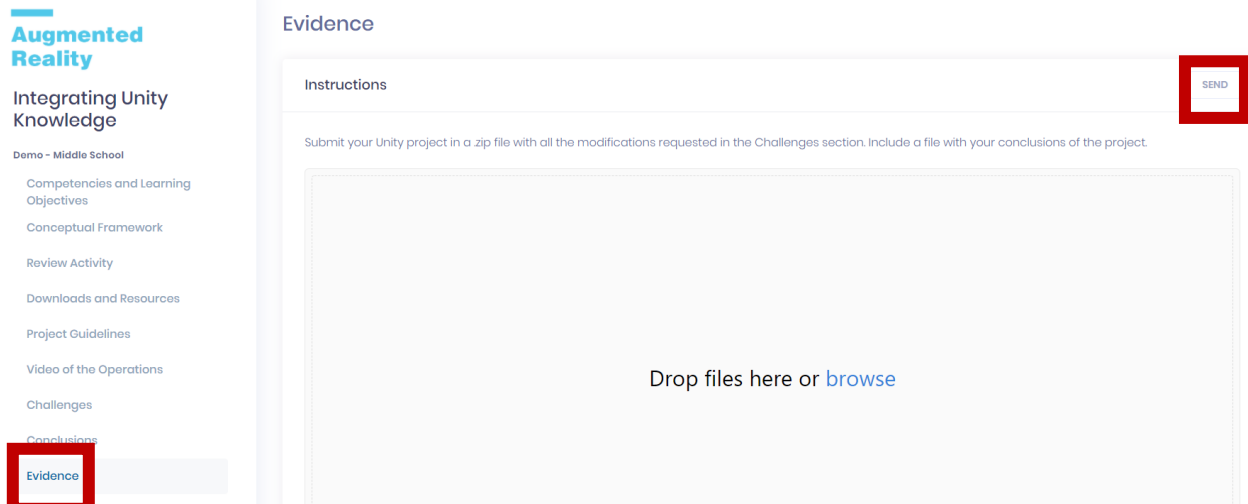
These PDF files can be edited on the student's computer and then saved and uploaded to the evidence section.

EDITING: We recommend using Adobe Acrobat Reader to open PDF files like this one on your computer.

When you finish editing the PDF, don't forget to save your changes.



Finally, the student can open the downloaded file and edit it from his or her computer. It can then be uploaded to the corresponding evidence section of each lesson.

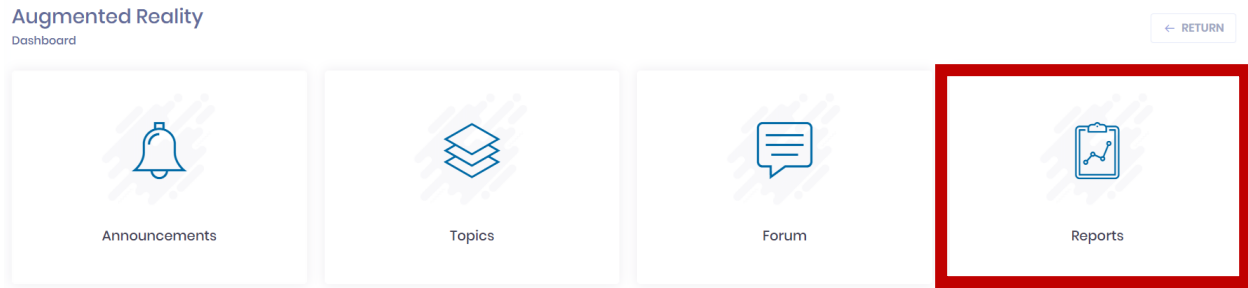


The student can only upload one delivery at a time, so a new one will delete the previous one.

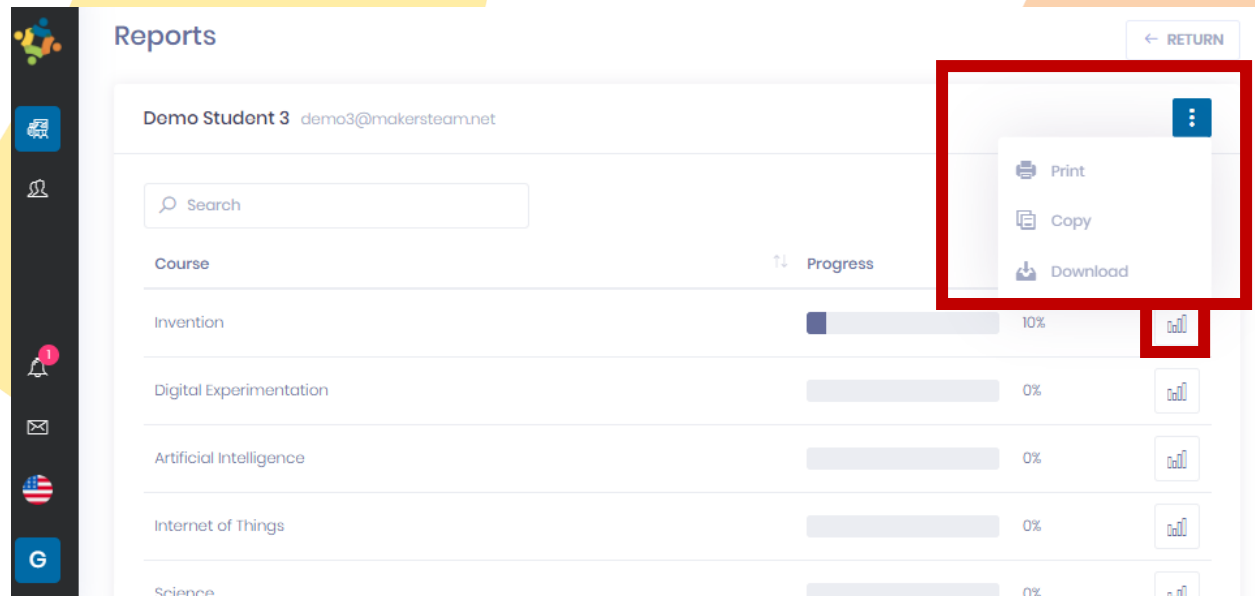


Step 11 - Analytics

The teacher has the ability to see the progress and behavior of the students and to see the interactions of each student in each lesson and the date of the student's last registered connection to the platform. To view reports within any module, select the following section.



Within this section we can view a table of the students, showing their progress and the ability to see the specific details of each one. The contents of the tables in the reports can be downloaded, either in general or in detail for each student, in Excel format (.xlsx) to manipulate the information and export it outside the platform.

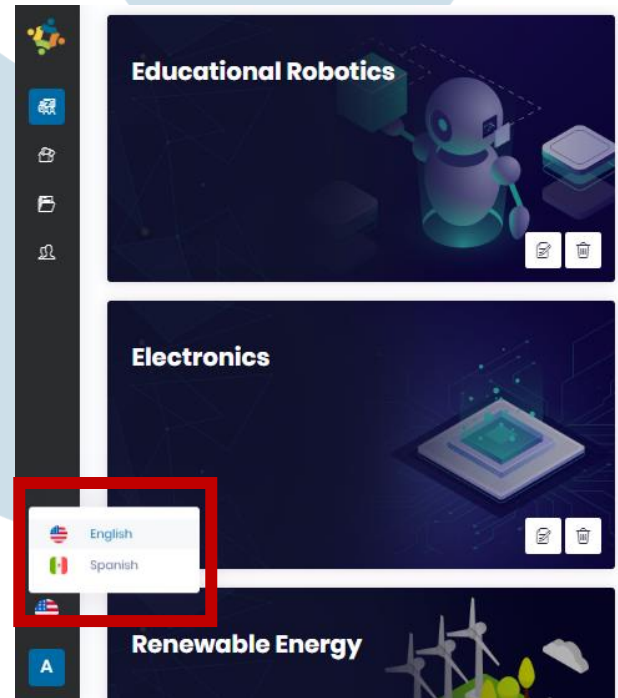




Step 12 - Language

The MakerSTEAM platform can switch languages between English and Spanish at any time.

The school can configure and block the contents depending on their educational offering: bilingual or monolingual.



The MakerSTEAM platform is a versatile and flexible platform that allows intuitive and simple use of both its administration and its day-to-day functions. This short guide was intended to exhibit some of its main functionalities and to invite participants to use them in their particular contexts.

Thank you! Please do not hesitate to contact us if you have any questions.

- **MakerSTEAM Team**