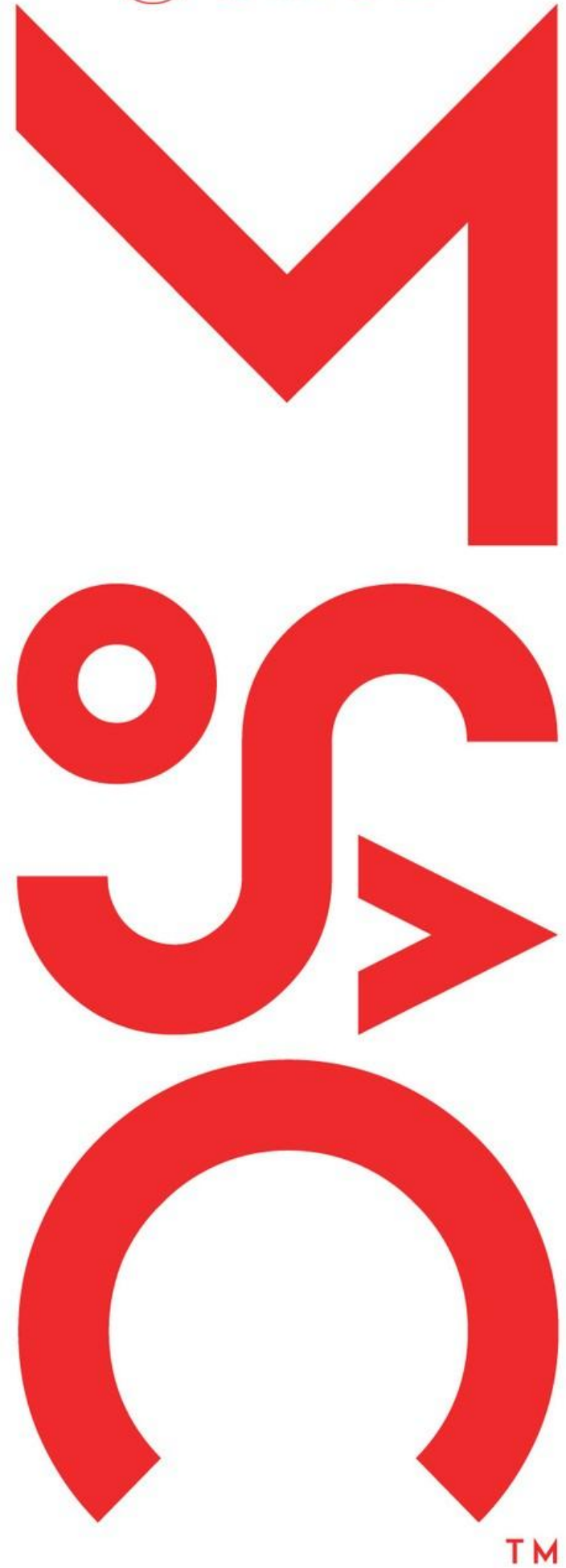


Failure in Making Professional Development Sequence

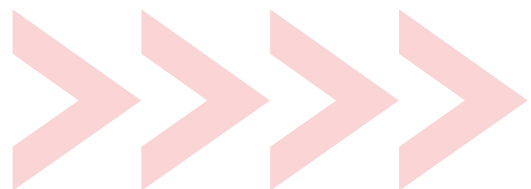
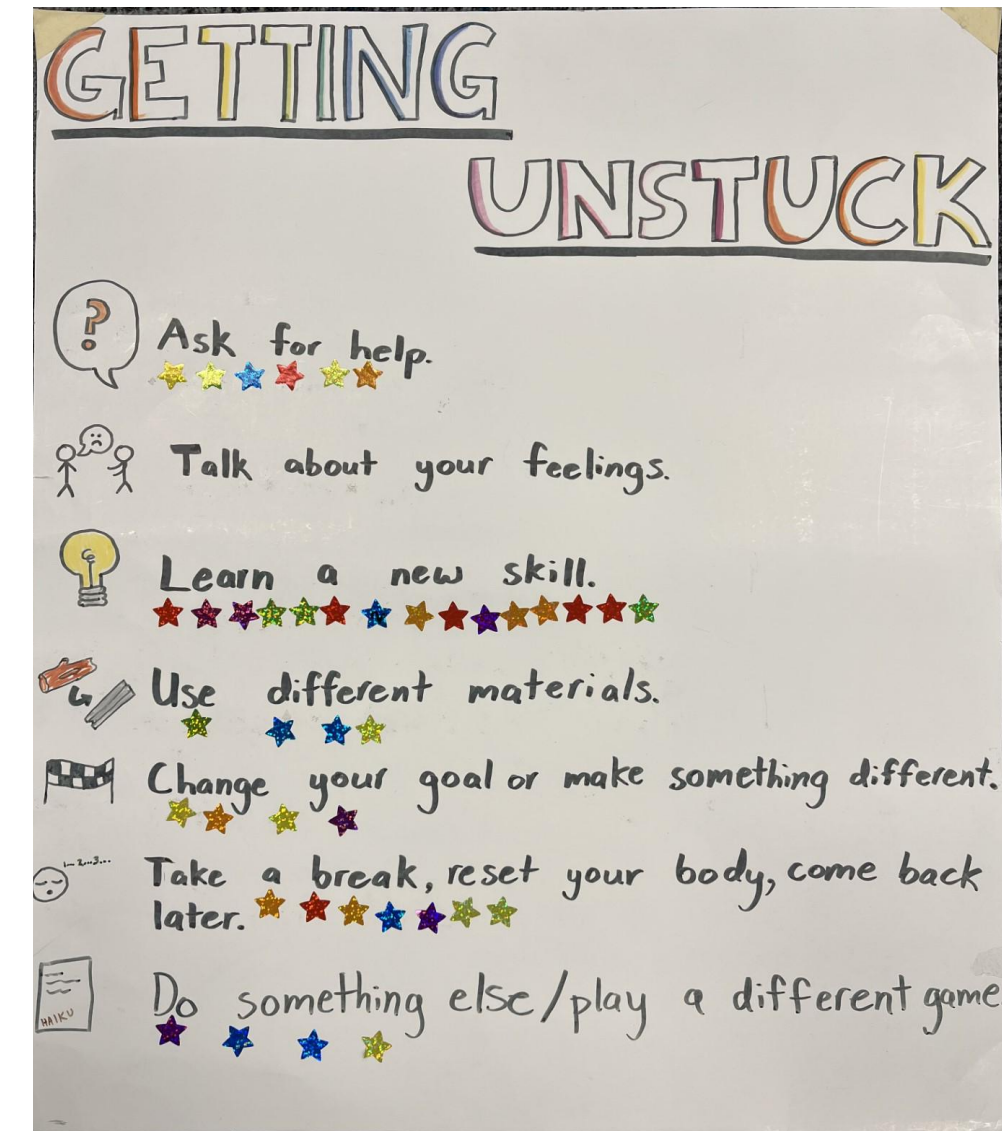
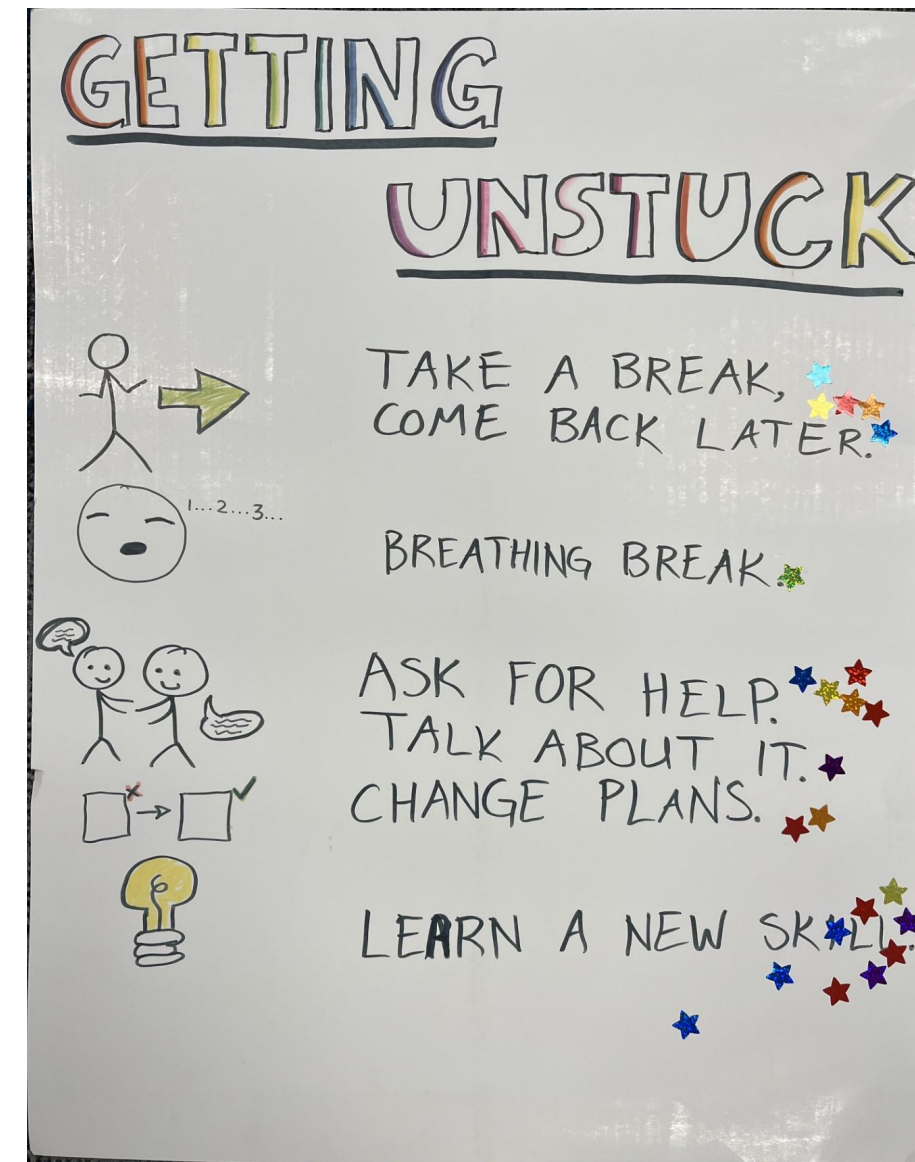
Workshop 1 (full program delivery staff)	Workshop 2 (full program delivery staff)	Summer Camp (2 educators + B & F)	Workshop 3 (2 educators + B & F)
Goals: - Build a community of educators - Reflect on and discussion personal and professional associations with failure - Learn about Failure in Making as a project	Goals: - Develop empathy for learners' experiences with failure - Engage in an FiM activity as learners and consider how failure in making feels, and times where learners might experience failure - Discuss pedagogical moves to productively address learner failure before, during, and after they occur	Goals: - Capture moments of failure during 3 discrete activities repeated over 6 weeks of camp - Give staff members opportunity to repeat activities, change tactics, and see what works best with students in failure moments - Provide immediate debrief opportunities and provide staff time to work through video recording within 1 – 2 weeks of filming.	Goals: - Reflect (about 6 weeks later) on how the process went with staff, learners, tech. - Find out what staff feel like they got out of the experience, what was lacking - Think about how we can integrate failure positivity, “failure in making mindset”, and skills into the museum more thoroughly on the floor, in classrooms, and in registered programs
Structure: - Introduction: Paper Hats & Debrief - Brain Dump: “What words, emotions, and/or situations do you associate with failure?” - Discussion: What is failure positivity? - Workshop: Working definition of “failure” for MOSAC. - Homework: Bring a failure story to workshop 2. What happened? How did it feel? How did you respond? Did it “work”?	Structure: - Opening questions: What does attending to failure sound like? Look like? What are ways that we can set up learners to experience productive struggle and failure? What are ways that we stymie the possibility of productive struggle and failure? - Activity: Bridges - Pedagogical Moves Brainstorm: Modeling & failing in parallel; getting unstuck; helping with problem solving without providing solutions. - Role Play: Attending to Failure!	Structure: - 6 weeks of camp - 3 activities (Penny Drop, Bridges, and DIY Catapults), repeated over the 6 weeks of camp (approximately 4-6 times per activity) - 2 Educators + F & B (Tech & Support)	Structure: - Facilitated conversation with questions sent out in advance in survey form. - Staff members responded to the survey and then we talked through questions and responses during the discussion.



Failure In Making 2023

Summer Camp Lessons & Un-Stuck Posters

- **Bridges:** Create a bridge that only touches the foam blocks and can bear the weight of the toy car in the center.
- **Catapults:** Design and build a catapult prototype, then improve it and make a final product.
- **Penny Drop:** Build a tool to catch the penny with the least amount of noise.



**When you allow curiosity to take form,
failure is the next step in deeper
learning.**

- MOSAC, Sacramento CA

