



# BREAKING STUDENTS' ASSUMPTIONS ABOUT DIGITAL MEDIA MAKING

SHIFTING STUDENTS FROM BEING  
USERS OF SHORTCUT/TEMPLATE  
PLATFORMS TO BECOMING MAKERS  
AND CREATORS.

## HELP THEM SEE THE LIMITATIONS



Help students to realize that shortcut/template platforms inhibit their creativity. Creating something from scratch means more opportunities to errors, and therefore more opportunities for growth..

## REDEFINE "GOOD LEARNING"

Model failures for students and encourage them to tinker in the digital media making process. Reinsure them that making mistakes are part of the learning process.



## GIVE THEM TOOLS



Give students the information and tools they need to create digital media so that they do not have to rely on shortcut/template websites. Have them browse websites, watch videos and read articles..

## MAKE CONNECTIONS

Help students to connect their real life experience with their experience in the classroom, by having a conversation with them about their knowledge and involvement with making, troubleshooting, and tinkering in any aspect of their lives.

