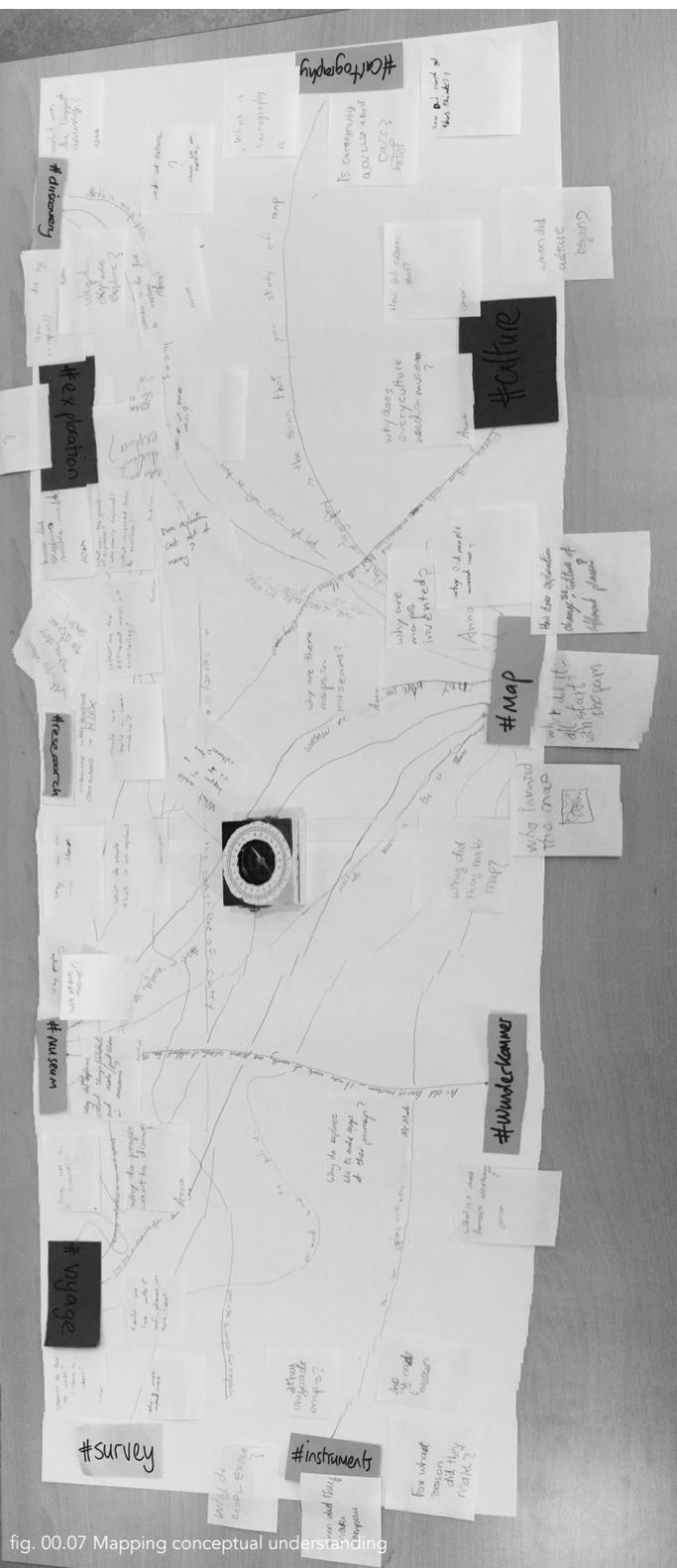# DICTIONARY FOR THE CRITICAL MAKER EDUCATOR

fig. 00.07 Mapping conceptual understanding

#activism actions and practices which challenge dominant interpretations and constructions of the world while presenting alternative ways of doing.

#agency "…capacity of ourselves to act reflexively, meaningfully, and responsibly, if not always effectively or efficiently." (Barnes, 2001)

#analog/analogue "A physical, mechanical, electrical model (used for computation by analogous representation) corresponding in some respect to the original object or concept with or upon which measurements or calculations are to be performed." (Cybernetic Serendipity: the computer and the arts, 1968)

#black box "A system whose inputs and outputs are known but with an unknown internal mechanism." (Cybernetic Serendipity: the computer and the arts, 1968)

#constructionism It notions that building knowledge occurs best through thinking and creating concrete artefacts, or having 'objects to think with.' (Papert, 1980)

#constructivism experiential learning theory developed by Jean Piaget. Pedagogical approach creating the conditions enabling learners to build understanding ,which is maintained or changed over a significant period of time.

#convergence refers to reduced distinction that learners make between learning with/through digital or analogue media, suggesting that these differences are no longer binary (often the educator maintains these distinctions)

#critical making a way of engaging with complex systems and institutions by thinking through making. A lens to examine practice.

#curriculum a framework of essential elements — the knowledge, concepts, skills, attitudes, and action that young students need to equip themselves for successful lives, both now and in the future. (International Baccalaureate Primary Years Programme, 2018)

#deconstruction the act of breaking something down into its separate parts in order to understand its meaning.

#digital "System- one in which variables are represented by numbers (in analogue systems, variables are represented by physical quantities." (Cybernetic Serendipity: the computer and the arts, 1968)

#dissensus "an activity that cuts across forms of cultural and identity belonging and hierarchies between discourses and genres, working to introduce new subjects and heterogeneous objects into the field of perception." (Rancière, 2010)

#environmental exploration situated learning that takes place outside the classroom, seeking authenticity in learning connections and experiences.

#experimenting communities is a pedagogical strategy to live and play in a global media & knowledge society. (Thestrup, 2013)

#failure has negative connotations and could be deemed as anti school output.
'We don't want schools to turn out the next generation of failures.'(source unknown)

#glitch a short-lived fault in a system, such as a transient fault that corrects itself, making it difficult to troubleshoot… all types of systems including human organisations and nature experience glitches. (Wikipedia, 2019)

#hacker-educator an educator who is willing to be critical, open the 'black box' and act on their findings.

#hackability referring to an object or system that has opportunities to be opened, looked inside and modified.

#hegemony a (political) relationship of power where the dominant (cultural) structures create and transfer beliefs and values to the less dominant.

#imperfection having a fault or flaw. Value in this context is placed on process and less on subjectivity.

#inquiry "The way of the craftsman… is to allow knowledge to grow from the crucible of our practical and observational engagements with the beings and things around us (Dormer 1994; Adamson 2007). This is the practice I would like to call an art of inquiry." (Ingold, 2013, p.6)

#making "a correspondence between maker and material" Ingold (2013). Constructing meaning in a bond between human and non-human bodies.

#maker movement "It's a new renaissance, post-industrial, that is led by each person and every person being fluent with the idea of meaning making, ethics, politics of technology, and conscientisation." (Silver, J.,2016)

#multimodality meaning making through an open ended exploration through and with a collection of modes. It explains how modes can work harmoniously to convey meaning through "orchestration," which involves "assembling/organizing/designing a plurality of signs in different modes into a particular configuration to form a coherent arrangement," resulting in "ensembles," or the products of such orchestration . (Kress, 2010, p.162).

#network a web of interconnecting 'lines' in a system

#open (The internet is) a dynamic, complex and interconnected ecosystem of people, ideas and information. It thrives on collaboration, sharing of information and skills both widely and freely to invite participation, shared decision making and shared resources. (Mozilla Festival, 2017)

#remixable an idea or artefact that has the potential to be altered, repurposed or remade by adding, removing, and/or changing pieces of it.

#rhizome The rhizome connects and points to any other point… creating room to negotiate your own understanding. "It has neither beginning nor end, but always a middle" (milieu) from which it grows and overspills, (constituting) linear multiplicities." (Corner, J. 1999)

#tactics an "…advocated (a) series of works that increased public consciousness and promoted direct action and systematic participation in everyday life." Situationists (Fluxus)(1960)in(Corner, J. 1999)

#zooming in - zooming out Navigating between perspectives from a meta - world view - through to daily practice.

FOOTNOTES

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