

the tinkering studio

Learning Dimensions Framework

Learning Dimension	Indicators	Descriptions of learners' interactions
Engagement	Spending time in Tinkering activities	 playing, envisioning, making, exploring materials, trying something over and over, etc.
	Displaying motivation or investment through affect or behavior	 showing emotions such as joy, pride, disappointment, frustration remaining after appearing "finished," and starting something new
Initiative and Intentionality	Setting one's own goals	 setting goals / posing problems planning steps for future action developing unique strategies, tools, objects or outcomes stating intention to continue working outside Studio
	Seeking and responding to feedback	 actively seeking out feedback or inspiration from materials/ environment anticipating further outcomes innovating approaches in response to feedback
	Persisting to achieve goals in the problem space	 persisting toward their goal in the face of setbacks or frustration within the problem space persisting to optimize strategies or solutions
	Taking intellectual risks or showing intellectual courage	 disagreeing with each others' strategies, solutions or rationales trying something while indicating lack of confidence in outcome
Social Scaffolding	Requesting or offering help in solving problems	 requesting or offering ideas and approaches offering tool(s) or materials in service of an idea
	Inspiring new ideas or approaches	 noticing, pointing out, or talking about others' work innovating and remixing by using or modifying others' ideas or strategies leaving something behind to share with others
	Physically connecting to others' works	producing work that physically interacts with others' work
Development of Understanding	Expressing a realization through affect or utterances	 showing excitement when expressing a realization claiming to realize or newly make sense of something
	Offering explanation(s) for a strategy, tool or outcome	offering or refining explanation(s) for a strategy, tool or outcome, possibly by testing and retesting
	Applying knowledge	 connecting to prior knowledge, including STEM concepts employing what has been learned during tinkering complexifying by engaging in increasingly complicated and sophisticated work
	Striving to understand	 indicating not knowing (e.g., through surprise, bewilderment, confusion) and remaining in the problem space to explore confusion and build an understanding