THE UNIVERSITY OF BRITISH COLUMBIA
Faculty of Education

Master of Educational Technology Program

Inclusive Makerspace Provocations

Caine's Arcade

Innovation with Cardboard to Solve Problems

Overview of the challenge

Using the materials provided (playdo, cups, and marbles), create a mini-version Caine's Arcade with your own twist. Create a game that utilizes the cardboard and materials available in your environment that solves a problem, challenges a concept or ideology, pushes the status quo, or teaches you something.

Materials and Resources Required

Materials may include any or all of the following (if you are using this provocation to get your learners to think critically and creatively about solutions, you might want to include visuals of each of these materials).

* Tape	* Glue	* Technology (i.e.,sphero, ozobot,
* Cardboard	* Scissors	mircorbits, finches, etc.)
* Pom Poms	* Elastics	* Lego
* Makers	* Paper clips	* Clay/Plastercine
* String/Yarn	* Construction paper	* Ink and stamps

Inclusive Maker Provocation Instructions

Provocation Objectives

Utilize Caine's arcade philosophy and design to create your own arcade that is inclusive and solves a problem.

Critical Questions for Consideration

For educators/leaders:

1. What curriculum items might this arcade game reflect?
2. How might you utilze this provocation in your own role?
3. Who does this depict making, maker mentality?
4. How can you ensure that your arcade or games are inclusive and designed by EDIDA lenses?

For students/participants:

1. What did you learn as you designed your arcade?

2. What is the purpose of its design?
3. What problems does it solve?
4. What struggles did you encounter and how did you overcome these struggles?
5. What is your vision for the use of your arcade?
6. How does this arcade inclusive of everyone who participates?

Background/ Additional Information

Ensure that you have watched the Caine's arcade video to get more information and a background understanding of how Caine's arcade got started.

Inclusivity Focus

While engaged in any type of provocation it is important to consider how you ensure that this task is inclusive. What happens if students/learners have a physical, cognitive, social, or emotional impairment that would hinder them from being successful in this provocation? How might you provide accommodations to help with this? Please see the accommodations list here or scan the QR code for some ideas.

No Tech, Low Tech, High Tech Options

This provocation can include students/learners sharing ideas on chart paper, through an app such as Padlet or Google Jamboard or having the students/learners design their escape strategy using TinkerCad and printing their Caine's arcade prototype out on a 3D printer. Or designing their arcade using low tech materials and creating a movie trailer to advertise their arcade.

Extensions

You can extend this provocation by having participants work in groups to create focused arcade that aligns with the UN's Sustainable Goals. Each learner could also create their own arcade game that becomes part of a large arcade with all individual contributions. At this time, you have learners create a critical reflection as to how the parts were designed to create the whole.