



THE UNIVERSITY OF BRITISH COLUMBIA

Faculty of Education

Master of
Educational
Technology
Program



Linking Traditional and New Materials Inclusive Makerspace Challenge

Indigenous Crafts and Sustainability- Digital Fabrication

Overview of the challenge

This challenge exposes makers to the idea of allyship of Indigenous peoples' ways of knowing, learning, and doing, by designing costumes and props for various Indigenous created theater productions. It provides makers a way to link traditional cultures, values, and Indigenous beliefs to new materials as a means of digital fabrication.

Materials and Resources Required



[National Arts Theatre for Indigenous Cultures](#)



[Event calendar](#)



[Meet 8 Indigenous beaders who are modernizing their craft](#)



[Reclaiming our style- Indigenous designers celebrate sustainable and decolonized fashion](#)



[Burnaby village museum limits use of 1920s settler costumes in effort to decolonize](#)



[Appropriate use of Indigenous content](#)



[Rehearsal practices of Indigenous women theater makers](#)



[Carnivalization of Indigenous performance forms and demystification of ritual essence in costume and mask designs of masquerade art](#)



Inclusive Maker Challenge Instructions

“But first, we must be thankful to all the ancient tribal or indigenous peoples of the world who started the concept and practice of wearables in the form of bracelets, arm bands, earrings, nose rings, neck chains, anklets, and even belly chains who were all proud to wear them for what their culture stood for.” — [The Age of Wearables](#)



[National Arts Theatre for Indigenous Cultures](#)



The National Arts Theatre for Indigenous Culture is seeking the assistance of their allies to learn more about Indigenous cultures and ways of learning, knowing, and doing, by contributing to the design of their props, costumes, and promotional materials.

Peruse the [event calendar](#) and using the maker materials, to design something for their set.



Please review the links/QR codes above and the materials available to you to get inspiration for this challenge.

Within your design, you can use any textiles, sewing machines or sewing devices, knitting, crocheting, or fabrication design and making tools, bedazzler, etc. (Make sure all such materials and resources are available to the learner).

Please research the event thoroughly and approach these designs using EDIDA frameworks to ensure that you are culturally sensitive, culturally relevant, culturally appropriate, and culturally representative in your designs.

You will also want to be cognizant of the angle and perspective of the content you research and position yourself and your own inherent biases in the work that you are doing from a decolonized perspective.

Critical Questions for Consideration

- a) Why is it important to approach this task of allyship from an EDIDA lens?
- b) Why might Indigenous communities call upon their allies to help design costumes and props for the theater productions?
- c) What are you planning on making and why?
- d) What problem(s) are you solving?
- e) Why is this a problem?
- f) What audience are you making this for?
- g) How might this item benefit this audience?
- h) What barriers do you foresee having?
- i) What is your plan of execution?
- j) How might you encourage others in your community to upcycle?
- k) How might you showcase this item to a global audience?
- l) What are your next steps?

Background/ Additional Information

Please see materials and resources above.

Inclusivity Focus

When introducing this topic you will want to introduce themes around decolonization, allyship, and Indigenous ways of learning, knowing, and doing, it is important that you are sensitive, responsive, and inclusive in your approach. Please check your own inherent biases in order to create a safe and welcoming learning environment for all of your students to freely express their ideas and sound opinions pertaining to this topic.

No Tech, Low-Tech, High-Tech Options

In this challenge you have the opportunity for students to reflect on items they have at home or in their school that they no longer wear or use to upcycle. You can use glue, sewing machines or devices, or any of following devices for students to design clothing,

- [Moodboard](#).



- [Vogue Runway](#). (This can offer a great extension on how to decolonize fashion and what is considered beauty)- [Dove Campaigns](#)



are a good support for this extension.



- [Canva](#).



- [Sketchbook](#).



- [SwatchOn](#).



Extensions

There are endless opportunities for ways to extend the design of multi-sensory trail experiences for all peoples. To share your own ideas and examples, tweet #UBCMETmakerchallenge. Think about extending your quest for allyship with this task. How might you ensure the culture and arts of Indigenous traditions as an ally in this context?