

KID Museum
Program Design
Principles

Program Design Principles

At KID Museum, our programs foster the "Mind of a Maker" in kids and youth, empowering them with the skills to invent the future. We are guided by our design principles.

Always grounded in making.

Each KID Museum experience is a chance for learners to create. KID Museum maker educators use open-ended build experiences, skill-building projects, and design challenges to stimulate and inspire learners to create personally meaningful projects.

Encourage exploration and iteration.

Learners have the opportunity to explore the materials and phenomena that make up the world around them. Maker educators create a learning environment in which learners are encouraged to take risks, try new things, and embrace and learn from failure.

Go deeper than skill building.

Our programs empower learners with technical and social emotional skills, so that they can fully activate their own creativity. Our programs begin, but do not end, with skill building. Learners apply their skills in self-directed projects based on their own interests.

Foster agency.

KID Museum experiences provide opportunities for learners to see themselves as the drivers of their own learning. We spend very little time in direct instruction and take an inquiry- and exploration- based approach. Our maker educators inspire rather than instruct, creating the conditions for learning to take place based on our learners' interests and experiences.

Collaborative and interactive.

Our learners are supported by maker educators and each other throughout their creative process. KID Museum's open learning environment fosters collaboration, sharing of knowledge and resources, and thoughtful reflection and feedback.

Include everyone.

KID Museum maker educators serve learners with a variety of needs and abilities. Our team is dedicated to equitably serving diverse audiences and incorporates culturally responsive approaches in our practice. We meet our learners where they are and take a whole-child approach to learning.



