learning values

**tinker**
Learners' purposeful play, testing, risk taking, and evaluation of the properties of materials, tools, and processes.

**inquire**
Learners' openness and curious approach to the possibilities of the context through exploration and questioning of its material properties.

**seek & share resources**
Learners' identification, pursuit/recruitment, and sharing of expertise with others; includes collaboration and recognition of one's own not-knowing and desire to learn.

**develop fluency**
Learners' development of comfort and competence with diverse tools, materials, and processes; developing craft.

**express intention**
Learners' discovery, evolution, and refinement of personal identity and interest areas through determination of short and long term goals; includes learners' responsive choice, negotiation, and pursuit of goals alone and with others.

**hack & repurpose**
Learners harnessing and salvaging of materials, tools and processes to modify, enhance, or create a new product or process; includes disassociating object property from familiar use.

**simplify to complexify**
Learners' demonstration of understanding of materials and processes by connecting and combining component elements to make new meaning.
<table>
<thead>
<tr>
<th>Word</th>
<th>Definition</th>
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<tbody>
<tr>
<td>inquire</td>
<td>Messing around with and exploring of materials; discovering a principle.</td>
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<tr>
<td>test</td>
<td>Investigating a principle through experimentation; playful use of tool, material, or process; identification of problem to be solved.</td>
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<tr>
<td>create</td>
<td>Unconventional use of tools and materials; novel solutions (looks different than others); non-conventional definitions of success.</td>
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<td>persist</td>
<td>Persevering through setbacks and/or failures; worthwhile struggle (to the learner); focus/ deep involvement.</td>
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<td>share</td>
<td>Displaying and/or documenting work; asking for help; sharing expertise; observing and learning solutions and techniques from other learners; collaboration.</td>
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<td>iterate</td>
<td>Applying a principle and/or knowledge to solve problem; making a change based on observable results.</td>
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risk-taking

“Outside of the box” behavior that may be emotionally engaged, and is focused on trying something different.

persistence

Engagement is sustained through challenges; may be supported by facilitation.

building relationships

People working together and exchanging ideas in a way that gives space for personally relevant engagement (ie, chat may not be about the activity).

process of discovery

Intense focus/concentration on learning and/or doing with either a goal-centered or spontaneous experience of figuring something out.

playing

The way individuals explore an environment or set of new objects.

making

The intentional process of using tools and materials to build something imagined; can involve research, creating a design, choosing specific materials, building, and testing.

tinkering

The way people use tools and manipulate materials at hand—using trial and error—to see what they can make, usually without a fixed goal or a clear idea of where they’re headed.

engineering

The application of knowledge, skill, tools and materials to create a solution or solutions to an identified specific need or problem.
messing around
Includes generating new ideas, asking questions, debating ideas, tinkering with ideas, testing boundaries through trial and error.

geeking out
Includes starting or leading a project, working and/or troubleshooting independently, completing a project, engaging in reflection and/or assessment, revising based on testing or feedback, repurposing or remixing, pursuing an area of interest, or assembling necessary materials and help.

building community
Includes collaborating on projects or activities, sharing work with others, discussing ideas, engaging in critique, seeking and sharing resources, giving and receiving help, sharing interests and expertise, or approaching conflict productively.

making connections
Includes connecting with new opportunities, spaces, people in YOUmedia, incorporating socially relevant themes, considering career pathways and skills, meeting experts or professionals in the field, or connecting to opportunities outside of YOUmedia.
learning values

be curious

come up with new ideas and try them out

make thoughtful decisions

communicate thinking

take risks and persist through them

learn to collaborate

build STEM knowledge