



edmaker

edmaker

Making the future of young minds

Our Company

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out more!

Notable Projects



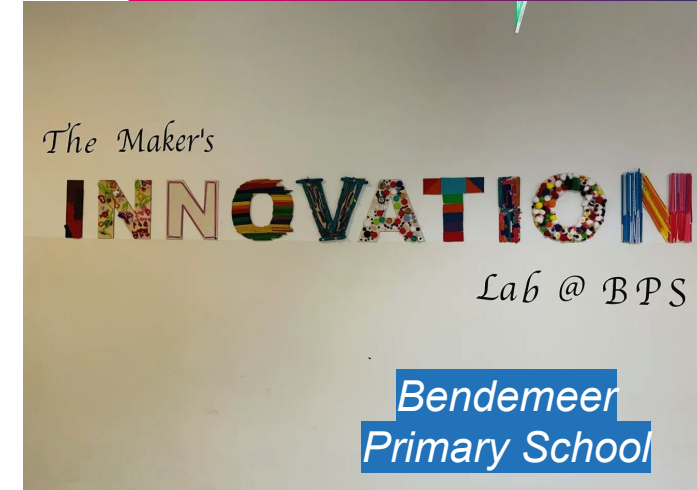
Westwood Primary School Makerspace Consultancy

Our services included consultancy for developing maker kits for monthly maker challenges, curriculum integration into Science and Art and guiding the students to translate core maker skills into a nameplate for the new makerspace.



Makers' Studio @ Fuhua Primary School

Our services included curriculum integration, teacher training, and designing of makerspace. Through the consultancy and teacher training, the teachers are able to modify content to suit the needs of their class and create new content with the Maker Pedagogy.





UWCSEA Community Lab

Operating makerspace and programmes, open to public.



D&T Lab conversion

Repurposing space in Commonwealth Secondary School to kickstart culture of innovation.



Future of education workshops

Professional development on Futures Thinking for teachers, covers tools like STEEPV and Plausible Futures.



Intel Make Tomorrow

1200 youths (14-19 years-old), 252 projects, 1 year. Using technology to solve community problems.

MakerCarts

Design & Eco MakerCarts



The **MakerCart** is edm8ker's unique all-in-one solution meant to be used in conjunction with the **DesignM8ker** and **EcoM8ker** Programme.

The **Design MakerCart** is design-centric, featuring activities that enable students to **apply specialized design skills and knowledge together with the Maker Mindset to create unique design projects** of their own to promote a more sustainable learning progression.

The **Eco MakerCart** features activity resources that are reusable, biodegradable or recyclable, aligning with the overall theme of **sustainability**. For the activities, students are encouraged to **practice responsible usage and reuse, or to source for materials from home, school or the community where possible**.

HOW TO MAKE AN ECO-COOLER?

1 WHO IS THE ECO-COOLER DESIGNED FOR?
INTERVIEW YOUR CLASSMATE
DID YOU KNOW...
PARTS OF AN ECO-COOLER

2 LET'S IDEATE WITH S.C.A.M.P.E.R!
SUBSTITUTE COMBINE ADAPT MODIFY PUT TO OTHER USE
ELIMINATE REARRANGE

3 LET'S BUILD!

EMPHASISE DEFINE IDEATE PROTOTYPE TEST SHARE

General Maker Ed Lesson Structure

01 Hook
02 Maker element
03 Sharing activity
04 Reflection
05 Exit ticket

In the process of the making activity, students are encouraged to **apply thoughtful and relevant design choices, principles and making skills from start to finish**.

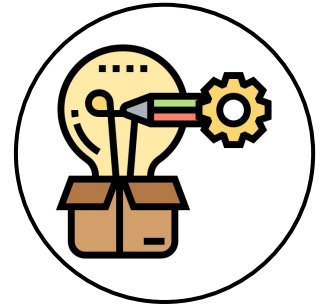
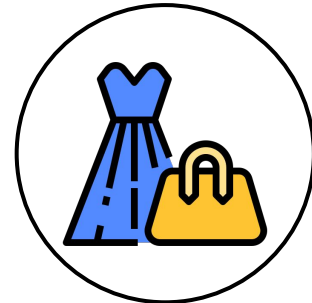
The **MakerCart** comes with **materials, Facilitator Guides, Activity slide/poster and the physical cart itself**.

DesignM8ker

edm8ker

DesignM8ker

- **DesignM8ker** focuses on equipping students and educators with **general design knowledge and theory** seen in the real world together with **hands-on experiential making activities**.
- **DesignM8ker** features a catalogue of activities from **6 distinct Design Themes** - each with their own unique approach and application to both design and making.



Objectives

- Students and educators will be exposed to various industry-relevant **design elements, principles, mindsets, approaches and practices** used by **professional designers across multiple design disciplines** in the real world.
- At the end of the programme, students and educators will be equipped with **essential design knowledge and maker skills** by nurturing creative and inventive thinking, enabling them to use design for creative expression or problem solving.



EcoM8ker

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EcoM8ker (Pri Schools)

- **EcoM8ker** introduces **primary school students and educators** to the theme of **Sustainability**, in line with the **Eco Stewardship Programme** under the **SG Green Plan 2030**.
- **EcoM8ker** features a catalogue of activities from **4 distinct themes** - each with their own unique application and approach to both design and making.

Strengthen Green Efforts in Schools

- ✓ Introduce an Eco Stewardship Programme to enhance environmental education in all schools
- ✓ Work towards two-thirds reduction of net carbon emissions from schools sector by 2030
- ✓ At least 20% of schools to be carbon neutral by 2030

Nurturing Stewards of the Environment

1 All schools and students to be Eco Stewards

The Eco Stewardship Programme builds on current environmental efforts in schools. This will be done holistically through the 4Cs:

- **Curriculum:** Enhance teaching and learning of sustainability in Science and Humanities, and integrate campus sustainability features into learning resources to make learning more authentic
- **Campus:** Enhance with sustainability features like solar panels, LED lights and energy-efficient fans
- **Culture:** Practise daily habits like reducing food waste and energy use, and encourage students to champion sustainability practices
- **Community:** Leverage community partnerships to offer students more environment-related learning opportunities, and better understanding of future "green jobs"



Objectives

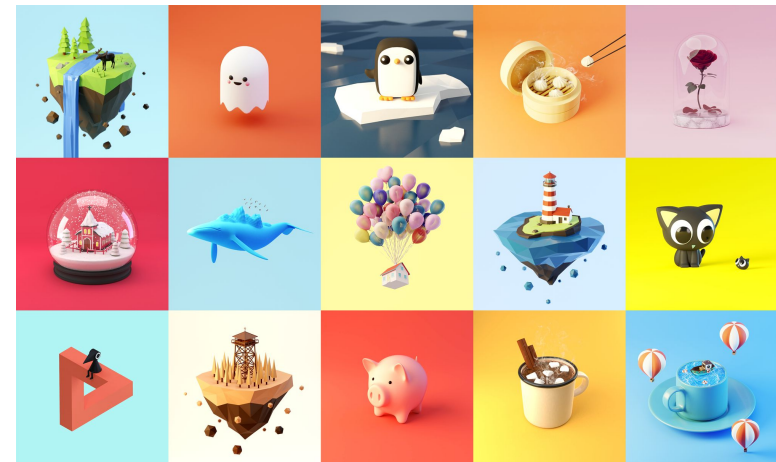
- Students will be exposed to the concept of **sustainability**, as well as the **principles of circular design** and **sustainable design** through hands-on making activities.
- At the end of the programme, students and educators will gain an understanding of the **circular and sustainable design process** and be equipped with the knowledge of **basic sustainability concepts**.



FutureM8ker

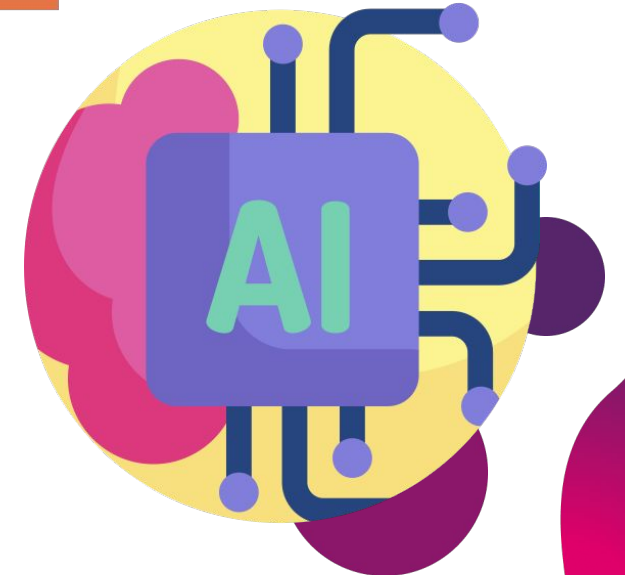
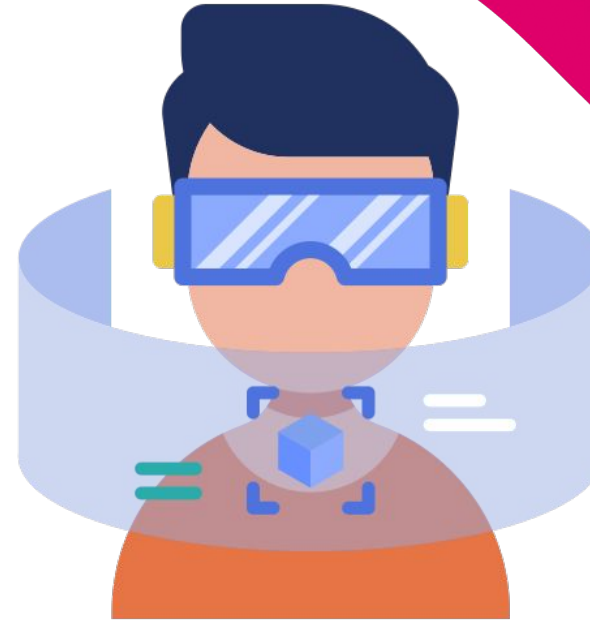
Programme Overview

- **FutureM8ker** is split into 2 separate tracks - one for primary schools, another for secondary schools.
- The **Junior FutureM8ker** is catered for Primary school students. They will learn about **AR/VR technology, UI/UX principles as well as interaction design principles.**
- The **Youth FutureM8ker** is catered for Secondary school students. They will learn about the **principles of 3D design and visualization, as well as learning how to build interactive 3D worlds.**



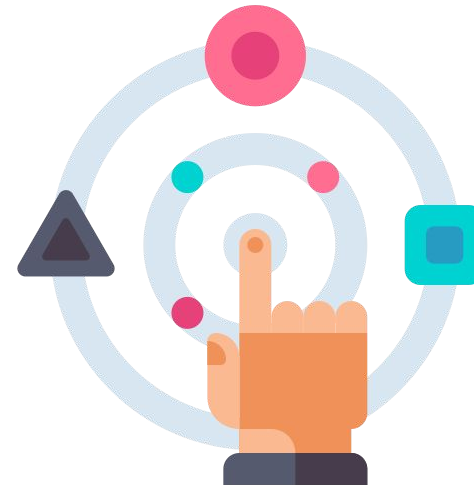
FutureM8ker

- **FutureM8ker** introduces students and educators to **emerging trends in technology**, specifically in the areas of **AR/VR, MR** and **3D Design**.
- Students and educators will be exposed to digital making, as well as the concepts of **immersive technology** and how they can be used to build interactive and engaging digital experiences.



Objectives

- Students and educators will gain **UI/UX knowledge** in addition to **interaction design**.
- At the end of the programme, students and educators will gain an **understanding of how immersive technologies work** and how to build **interactive and engaging 3D experiences or 3D worlds**.



Programme Packages

Summary of Packages

	DESIGNM8KER	ECOM8KER	FUTUREM8KER
Students' Programme (41 - 80 students) & (10 - 20 educators) <i>*briefing for educators included</i>	<u>DM1</u> Total Hours : 16 hrs Up to 80 Students & 20 Educators Total Cost: \$34,464	<u>EM1</u> Total Hours : 16 hrs Up to 80 Students & 20 Educators Total Cost: \$34,464	<u>FM1</u> Total Hours : 16 hrs Up to 80 Students & 20 Educators Total Cost: \$28,664
Educators' Programme (50 - 80 educators)	<u>DM2</u> Total Hours : 8 hrs Up to 80 Educators Total Cost: \$24,672	<u>EM2</u> Total Hours : 8 hrs Up to 80 Educators Total Cost: \$24,672	<u>FM2</u> Total Hours : 8 hrs Up to 80 Educators Total Cost: \$18,872
Students' Programme + (20 - 40 students) Educators' Programme (20 - 40 educators) <i>*briefing for educators included</i>	<u>DM3</u> Total Hours : Student Programme: 16 hrs Educator Programme: 8 hrs Up to 40 Students & 40 Educators Total Cost: \$36,408	<u>EM3</u> Total Hours : Student Programme: 16 hrs Educator Programme: 8 hrs Up to 40 Students & 40 Educators Total Cost: \$36,408	<u>FM3</u> Total Hours : Student Programme: 16 hrs Educator Programme: 8 hrs Up to 40 Students & 40 Educators Total Cost: \$30,608
Students' Programme + (41 - 80 students) Educators' Programme (20 - 40 educators) <i>*briefing for educators included</i>	<u>DM4</u> Total Hours : Student Programme: 16 hrs Educator Programme: 8 hrs Up to 80 Students & 40 Educators Total Cost: \$42,855	<u>EM4</u> Total Hour : Student Programme: 16 hrs Educator Programme: 8 hrs Up to 80 Students & 40 Educators Total Cost: \$42,855	<u>FM4</u> Total Hour : Student Programme: 16 hrs Educator Programme: 8 hrs Up to 80 Students & 40 Educators Total Cost: \$37,055

DesignM8ker Packages

**DesignM8ker
Students' Programme
(DM1)**

Package Price: \$34,464 (includes 1 Design Maker Cart), up to maximum 80 students & 20 educators

PROGRAMME DESCRIPTION

The **DesignM8ker Students' Programme** equips students with practical design knowledge and theory through engaging, hands-on activities. By focusing on real-world applications, the programme helps students understand and apply design principles in various contexts, fostering creativity and problem-solving skills.

WHAT YOU WILL LEARN

Students will be equipped with essential design knowledge and maker skills which will help to nurture creative and inventive thinking, enabling them to use design for creative expression or problem solving.

TARGET AUDIENCE

Students & Educators

SCHOOL LEVEL

**Pri 3 to Pri 6
Sec 1 to Sec 4**

No.	Services	Specifications	Remarks
1	Project Reporting	Impact & Documentation	Includes administering pre- and post- survey to measure impact of project, and documentation in the form of a Interim & Final Report.
2	Design Thinking Consultancy	Identifying school's needs and overall alignment to programme	Comprises 1 consultation session with the school to understand school's needs, 1 report comprising observations and recommendations on sustaining programme post-programme
3	Designing of Programme Materials	Design Program Materials (Total: 16 hours)	Final copy in PDF will be shared with school. • Teaching Deck • Educator Guide • Student Worksheet
4	Production of Programme Materials	Includes printing (e.g worksheets and handouts)	Includes • Colour Printing of Worksheets/ Activity Handouts
5	Teacher Briefing	Briefing for educators	Briefing for educators on the student programme and/or Makercart
6	Procurement of Programme Resources	Procurement of materials, tools rental for lessons and 1 Maker Cart	Includes • Procurement of lesson materials, tools rental • 1 Maker Cart • Transport cost for logistics
7	Programme Facilitation	Total of 16 hours (4 facilitators)	2 Senior Facilitators and 2 Junior Facilitators
8	Audit Report	External audit of actual expenditure by practitioner	-

**DesignM8ker
Educators'
Programme (DM2)**

Package Price: \$24,672 (includes 1 Design Maker Cart), up to maximum 80 educators

**PROGRAMME
DESCRIPTION**

The **DesignM8ker Educators' Programme** educates teachers on the importance of design across various industries and professions. Participants will learn foundational design elements, principles, and practical approaches. They will engage in hands-on activities using specific materials, tools, and software.

The workshop also includes brainstorming sessions to develop design-centric projects or lesson plans for school implementation.

WHAT YOU WILL LEARN

Educators will be equipped with design knowledge and skills and learn how to brainstorm and ideate design and maker projects or lesson plans.

TARGET AUDIENCE

Educators

SCHOOL LEVEL

**Pri 3 to Pri 6
Sec 1 to Sec 4**

No.	Services	Specifications	Remarks
1	Project Reporting	Impact & Documentation	Includes administering pre- and post- survey to measure impact of project, and documentation in the form of a Interim & Final Report.
2	Design Thinking Consultancy	Identifying school's needs and overall alignment to programme	Comprises 1 consultation session with the school to understand school's needs, 1 report comprising observations and recommendations on sustaining programme post-programme
3	Designing of Programme Materials	Design Program Materials (Total: 8 hours)	Final copy in PDF will be shared with school. • Teaching Deck • Activity Handout
4	Production of Programme Materials	Includes printing (e.g worksheets and handouts)	Includes • Colour Printing of Worksheets/ Activity Handouts
5	Teacher Briefing	Briefing for educators	Briefing for educators on the programme and/or Makercart
6	Procurement of Programme Resources	Procurement of materials, tools rental for lessons and 1 Maker Cart	Includes • Procurement of lesson materials, tools rental • 1 Maker Cart • Transport cost for logistics
7	Programme Facilitation	Total of 8 hours (4 facilitators)	4 Senior Facilitators
8	Audit Report	External audit of actual expenditure by practitioner	-

**DesignM8ker Students'
+ Educators'
Programme (DM3)**

Package Price: \$36,408 (includes 1 Design Maker Cart), up to maximum 40 students & 40 educators

**PROGRAMME
DESCRIPTION**

This combined programme is tailored specially for schools, featuring both student and educator programmes.

WHAT YOU WILL LEARN

Students will be equipped with essential design knowledge and maker skills which will help to nurture creative and inventive thinking, enabling them to use design for creative expression or problem solving.

Educators will be equipped with design knowledge and skills and learn how to brainstorm and ideate design and maker projects or lesson plans.

**TARGET AUDIENCE
Students & Educators**

**SCHOOL LEVEL
Pri 3 to Pri 6
Sec 1 to Sec 4**

No.	Services	Specifications	Remarks
1	Project Reporting	Impact & Documentation	Includes administering pre- and post- survey to measure impact of project, and documentation in the form of a Interim & Final Report.
2	Design Thinking Consultancy	Identifying school's needs and overall alignment to programme	Comprises 1 consultation session with the school to understand school's needs, 1 report comprising observations and recommendations on sustaining programme post-programme
3	Designing of Programme Materials	Design Program Materials Student Programme (Total: 16 hours) Educator Programme (Total: 8 hours)	Final copy in PDF will be shared with school. Student Programme (Teaching Deck, Educator Guide, Student Worksheet) Educator Programme (Teaching Deck, Activity Handout)
4	Production of Programme Materials	Includes printing (e.g worksheets and handouts)	Includes <ul style="list-style-type: none"> • Colour Printing of Worksheets/ Activity Handouts
5	Teacher Briefing	Briefing for educators	Briefing for educators on the student programme and/or Makercart
6	Procurement of Programme Resources	Procurement of materials, tools rental for lessons and 1 Maker Cart	Includes <ul style="list-style-type: none"> • Procurement of lesson materials, tools rental • 1 Maker Cart • Transport cost for logistics
7	Programme Facilitation	Student Programme: 16 hours (2 facilitators) Educator Programme: 8 hours (2 facilitators)	Student Programme: 1 Senior Facilitator, 1 Junior Facilitator Educator Programme: 2 Senior Facilitators
8	Audit Report	External audit of actual expenditure by practitioner	-

**DesignM8ker Students'
+ Educators'
Programme (DM4)**

Package Price: \$42,855 (includes 1 Design Maker Cart), up to maximum 80 students & 40 educators

**PROGRAMME
DESCRIPTION**

This combined programme is tailored specially for schools, featuring both student and educator programmes.

WHAT YOU WILL LEARN

Students will be equipped with essential design knowledge and maker skills which will help to nurture creative and inventive thinking, enabling them to use design for creative expression or problem solving.

Educators will be equipped with design knowledge and skills and learn how to brainstorm and ideate design and maker projects or lesson plans.

TARGET AUDIENCE

Students & Educators

SCHOOL LEVEL

**Pri 3 to Pri 6
Sec 1 to Sec 4**

No.	Services	Specifications	Remarks
1	Project Reporting	Impact & Documentation	Includes administering pre- and post- survey to measure impact of project, and documentation in the form of a Interim & Final Report.
2	Design Thinking Consultancy	Identifying school's needs and overall alignment to programme	Comprises 1 consultation session with the school to understand school's needs, 1 report comprising observations and recommendations on sustaining programme post-programme
3	Designing of Programme Materials	Design Program Materials Student Programme (Total: 16 hours) Educator Programme (Total: 8 hours)	Final copy in PDF will be shared with school. Student Programme (Teaching Deck, Educator Guide, Student Worksheet) Educator Programme (Teaching Deck, Activity Handout)
4	Production of Programme Materials	Includes printing (e.g worksheets and handouts)	Includes <ul style="list-style-type: none"> • Colour Printing of Worksheets/ Activity Handouts
5	Procurement of Programme Resources	Procurement of materials, tools rental for lessons and 1 Maker Cart	Includes <ul style="list-style-type: none"> • Procurement of lesson materials, tools rental • 1 Maker Cart • Transport cost for logistics
6	Programme Facilitation	Student Programme 16 hours (4 facilitators) Educator Programme 8 hours (2 facilitators)	Student Programme: 2 Senior Facilitators & 2 Junior Facilitators Educator Programme: 2 Senior Facilitators
7	Audit Report	External audit of actual expenditure by practitioner	-

EcoMaker Packages

EcoM8ker Students' Programme (EM1)

Package Price: \$34,464 (includes 1 Eco Maker Cart), up to maximum 80 students & 20 educators

PROGRAMME DESCRIPTION

The **EcoM8ker Students' Programme** equips students with sustainability knowledge and demonstrates how design can be integrated into creative, hands-on activities. This approach helps students understand and apply sustainable practices through engaging, real-world projects, fostering environmental awareness and innovation.

WHAT YOU WILL LEARN

Students will be equipped with essential knowledge on sustainability, as well as creativity and maker skills which will help to nurture creative and inventive thinking.

TARGET AUDIENCE

Students & Educators

SCHOOL LEVEL

Pri 3 to Pri 6

No.	Services	Specifications	Remarks
1	Project Reporting	Impact & Documentation	Includes administering pre- and post- survey to measure impact of project, and documentation in the form of a Interim & Final Report.
2	Design Thinking Consultancy	Identifying school's needs and overall alignment to programme	Comprises 1 consultation session with the school to understand school's needs, 1 report comprising observations and recommendations on sustaining programme post-programme
3	Designing of Programme Materials	Design Program Materials (Total: 16 hours)	Final copy in PDF will be shared with school. • Teaching Deck • Educator Guide • Student Worksheet
4	Production of Programme Materials	Includes printing (e.g worksheets and handouts)	Includes • Colour Printing of Worksheets/ Activity Handouts
5	Teacher Briefing	Briefing for educators	Briefing for educators on the student programme and/or Makercart
6	Procurement of Programme Resources	Procurement of materials, tools rental for lessons and 1 Maker Cart	Includes • Procurement of lesson materials, tools rental • 1 Maker Cart • Transport cost for logistics
7	Programme Facilitation	Total of 16 hours (4 facilitators)	2 Senior Facilitators and 2 Junior Facilitators
8	Audit Report	External audit of actual expenditure by practitioner	-

EcoM8ker Educators' Programme (EM2)

Package Price: \$24,672 (includes 1 Eco Maker Cart), up to maximum 80 educators

PROGRAMME DESCRIPTION

The **EcoM8ker Educators' Programme** educate teachers on the principles of circular design for sustainable products and the application of the 4Rs.

Teachers will explore material properties, costs as well as environmental impacts and engage in hands-on design challenges. The workshop also includes brainstorming sessions to develop sustainability-focused projects for school implementation.

WHAT YOU WILL LEARN

Educators will be equipped with sustainability and circular design knowledge and skills and learn how to brainstorm and ideate design and maker projects or lesson plans.

TARGET AUDIENCE

Educators

SCHOOL LEVEL

Pri 3 to Pri 6

No.	Services	Specifications	Remarks
1	Project Reporting	Impact & Documentation	Includes administering pre- and post- survey to measure impact of project, and documentation in the form of a Interim & Final Report.
2	Design Thinking Consultancy	Identifying school's needs and overall alignment to programme	Comprises 1 consultation session with the school to understand school's needs, 1 report comprising observations and recommendations on sustaining programme post-programme
3	Designing of Programme Materials	Design Program Materials (Total: 8 hours)	Final copy in PDF will be shared with school. • Teaching Deck • Activity Handout
4	Production of Programme Materials	Includes printing (e.g worksheets and handouts)	Includes • Colour Printing of Worksheets/ Activity Handouts
5	Teacher Briefing	Briefing for educators	Briefing for educators on the programme and/or Makercart
6	Procurement of Programme Resources	Procurement of materials, tools rental for lessons and 1 Maker Cart	Includes • Procurement of lesson materials, tools rental • 1 Maker Cart • Transport cost for logistics
7	Programme Facilitation	Total of 8 hours (4 facilitators)	4 Senior Facilitators
8	Audit Report	External audit of actual expenditure by practitioner	-

EcoM8ker Students' + Educators' Programme (EM3)

Package Price: \$36,408 (includes 1 Eco Maker Cart), up to maximum 40 students & 40 educators

PROGRAMME DESCRIPTION

This combined programme is tailored specially for schools, featuring both student and educator programmes.

WHAT YOU WILL LEARN

Students will be equipped with essential knowledge on sustainability, as well as creativity and maker skills which will help to nurture creative and inventive thinking.

Educators will be equipped with sustainability and circular design knowledge and skills and learn how to brainstorm and ideate design and maker projects or lesson plans.

TARGET AUDIENCE Students & Educators

SCHOOL LEVEL Pri 3 to Pri 6

No.	Services	Specifications	Remarks
1	Project Reporting	Impact & Documentation	Includes administering pre- and post- survey to measure impact of project, and documentation in the form of a Interim & Final Report.
2	Design Thinking Consultancy	Identifying school's needs and overall alignment to programme	Comprises 1 consultation session with the school to understand school's needs, 1 report comprising observations and recommendations on sustaining programme post-programme
3	Designing of Programme Materials	Design Program Materials Student Programme (Total: 16 hours) Educator Programme (Total: 8 hours)	Final copy in PDF will be shared with school. Student Programme (Teaching Deck, Educator Guide, Student Worksheet) Educator Programme (Teaching Deck, Activity Handout)
4	Production of Programme Materials	Includes printing (e.g worksheets and handouts)	Includes <ul style="list-style-type: none"> • Colour Printing of Worksheets/ Activity Handouts
5	Teacher Briefing	Briefing for educators	Briefing for educators on the student programme and/or Makercart
6	Procurement of Programme Resources	Procurement of materials, tools rental for lessons and 1 Maker Cart	Includes <ul style="list-style-type: none"> • Procurement of lesson materials, tools rental • 1 Maker Cart • Transport cost for logistics
7	Programme Facilitation	Student Programme: 16 hours (2 facilitators) Educator Programme: 8 hours (2 facilitators)	Student Programme: 1 Senior Facilitator, 1 Junior Facilitator Educator Programme: 2 Senior Facilitators
8	Audit Report	External audit of actual expenditure by practitioner	-

EcoM8ker Students' + Educators' Programme (EM4)

Package Price: \$42,855 (includes 1 Eco Maker Cart), up to maximum 80 students & 40 educators

PROGRAMME DESCRIPTION

This combined programme is tailored specially for schools, featuring both student and educator programmes.

WHAT YOU WILL LEARN

Students will be equipped with essential knowledge on sustainability, as well as creativity and maker skills which will help to nurture creative and inventive thinking.

Educators will be equipped with sustainability and circular design knowledge and skills and learn how to brainstorm and ideate design and maker projects or lesson plans.

TARGET AUDIENCE

Students & Educators

SCHOOL LEVEL

Pri 3 to Pri 6

No.	Services	Specifications	Remarks
1	Project Reporting	Impact & Documentation	Includes administering pre- and post- survey to measure impact of project, and documentation in the form of a Interim & Final Report.
2	Design Thinking Consultancy	Identifying school's needs and overall alignment to programme	Comprises 1 consultation session with the school to understand school's needs, 1 report comprising observations and recommendations on sustaining programme post-programme
3	Designing of Programme Materials	Design Program Materials Student Programme (Total: 16 hours) Educator Programme (Total: 8 hours)	Final copy in PDF will be shared with school. Student Programme (Teaching Deck, Educator Guide, Student Worksheet) Educator Programme (Teaching Deck, Activity Handout)
4	Production of Programme Materials	Includes printing (e.g worksheets and handouts)	Includes <ul style="list-style-type: none"> • Colour Printing of Worksheets/ Activity Handouts
5	Procurement of Programme Resources	Procurement of materials, tools rental for lessons and 1 Maker Cart	Includes <ul style="list-style-type: none"> • Procurement of lesson materials, tools rental • 1 Maker Cart • Transport cost for logistics
6	Programme Facilitation	Student Programme 16 hours (4 facilitators) Educator Programme 8 hours (2 facilitators)	Student Programme: 2 Senior Facilitators & 2 Junior Facilitators Educator Programme: 2 Senior Facilitators
7	Audit Report	External audit of actual expenditure by practitioner	-

FutureMaker Packages

FutureM8ker Students' Programme (FM1)

Package Price: \$28,664, up to maximum 80 students & 20 educators

PROGRAMME DESCRIPTION

The **FutureM8ker Students' Programme** equips students with knowledge of immersive technologies like AR/VR, interaction design, and user experience principles.

Students will also learn 3D design, modeling, and visualization techniques, using real-world examples. The workshop includes hands-on activities to implement animations, interactivity, and detailed planning for 3D virtual worlds.

WHAT YOU WILL LEARN

Students will be equipped with essential knowledge on creating interesting and engaging virtual or digital experiences.

TARGET AUDIENCE

Students & Educators

SCHOOL LEVEL

**Pri 3 to Pri 6
Sec 1 to Sec 4**

No.	Services	Specifications	Remarks
1	Project Reporting	Impact & Documentation	Includes administering pre- and post- survey to measure impact of project, and documentation in the form of a Interim & Final Report.
2	Design Thinking Consultancy	Identifying school's needs and overall alignment to programme	Comprises 1 consultation session with the school to understand school's needs, 1 report comprising observations and recommendations on sustaining programme post-programme
3	Designing of Programme Materials	Design Program Materials (Total: 16 hours)	Final copy in PDF will be shared with school. • Teaching Deck • Educator Guide • Student Worksheet
4	Production of Programme Materials	Includes printing (e.g worksheets and handouts)	Includes • Colour Printing of Worksheets/ Activity Handouts
5	Teacher Briefing	Briefing for educators	Briefing for educators on the student programme
6	Programme Facilitation	Total of 16 hours (4 facilitators)	2 Senior Facilitators and 2 Junior Facilitators
7	Audit Report	External audit of actual expenditure by practitioner	-

FutureM8ker Educators' Programme (FM2)

Package Price: \$18,872, up to maximum 80 educators

PROGRAMME DESCRIPTION

The **FutureM8ker Educators' Programme** educates teachers on the basics of AR/VR/MR and the key elements of creating interactive digital experiences and applications of immersive technology and 3D design.

The workshop also includes brainstorming sessions to develop immersive technology-focused lesson plans or projects for school implementation.

WHAT YOU WILL LEARN

Educators will gain foundational knowledge of AR/VR/MR, explore practical applications, and develop lesson plans through hands-on activities and brainstorming sessions.

TARGET AUDIENCE

Educators

SCHOOL LEVEL

Pri 3 to Pri 6
Sec 1 to Sec 4

No.	Services	Specifications	Remarks
1	Project Reporting	Impact & Documentation	Includes administering pre- and post- survey to measure impact of project, and documentation in the form of a Interim & Final Report.
2	Design Thinking Consultancy	Identifying school's needs and overall alignment to programme	Comprises 1 consultation session with the school to understand school's needs, 1 report comprising observations and recommendations on sustaining programme post-programme
3	Designing of Programme Materials	Design Program Materials (Total: 8 hours)	Final copy in PDF will be shared with school. • Teaching Deck • Activity Handout
4	Production of Programme Materials	Includes printing (e.g worksheets and handouts)	Includes • Colour Printing of Worksheets/ Activity Handouts
5	Teacher Briefing	Briefing for educators	Briefing for educators on the programme
6	Programme Facilitation	Total of 8 hours (4 facilitators)	4 Senior Facilitators
7	Audit Report	External audit of actual expenditure by practitioner	-

**FutureM8ker
Students' +
Educators'
Programme (FM3)**

Package Price: \$30,608, up to maximum 40 students & 40 educators

**PROGRAMME
DESCRIPTION**

This combined programme is tailored specially for schools, featuring both student and educator programmes.

WHAT YOU WILL LEARN

Students will be equipped with essential knowledge on creating interesting and engaging virtual or digital experiences.

Educators will gain foundational knowledge of AR/VR/MR, explore practical applications and develop lesson plans through hands-on activities and brainstorming sessions.

TARGET AUDIENCE

Students & Educators

SCHOOL LEVEL

Pri 3 to Pri 6

Sec 1 to Sec 4

No.	Services	Specifications	Remarks
1	Project Reporting	Impact & Documentation	Includes administering pre- and post- survey to measure impact of project, and documentation in the form of a Interim & Final Report.
2	Design Thinking Consultancy	Identifying school's needs and overall alignment to programme	Comprises 1 consultation session with the school to understand school's needs, 1 report comprising observations and recommendations on sustaining programme post-programme
3	Designing of Programme Materials	Design Program Materials Student Programme (Total: 16 hours) Educator Programme (Total: 8 hours)	Final copy in PDF will be shared with school. Student Programme (Teaching Deck, Educator Guide, Student Worksheet) Educator Programme (Teaching Deck, Activity Handout)
4	Production of Programme Materials	Includes printing (e.g worksheets and handouts)	Includes <ul style="list-style-type: none"> • Colour Printing of Worksheets/ Activity Handouts
5	Teacher Briefing	Briefing for educators	Briefing for educators on the student programme
6	Programme Facilitation	Student Programme: 16 hours (2 facilitators) Educator Programme: 8 hours (2 facilitators)	Student Programme: 1 Senior Facilitator, 1 Junior Facilitator Educator Programme: 2 Senior Facilitators
7	Audit Report	External audit of actual expenditure by practitioner	-

**FutureM8ker
Students' +
Educators'
Programme (FM4)**

Package Price: \$37,055, up to maximum 80 students & 40 educators

**PROGRAMME
DESCRIPTION**

This combined programme is tailored specially for schools, featuring both student and educator programmes.

WHAT YOU WILL LEARN

Students will be equipped with essential knowledge on creating interesting and engaging virtual or digital experiences.

Educators will gain foundational knowledge of AR/VR/MR, explore practical applications and develop lesson plans through hands-on activities and brainstorming sessions.

**TARGET AUDIENCE
Students & Educators**

**SCHOOL LEVEL
Pri 3 to Pri 6
Sec 1 to Sec 4**

No.	Services	Specifications	Remarks
1	Project Reporting	Impact & Documentation	Includes administering pre- and post- survey to measure impact of project, and documentation in the form of a Interim & Final Report.
2	Design Thinking Consultancy	Identifying school's needs and overall alignment to programme	Comprises 1 consultation session with the school to understand school's needs, 1 report comprising observations and recommendations on sustaining programme post-programme
3	Designing of Programme Materials	Design Program Materials Student Programme (Total: 16 hours) Educator Programme (Total: 8 hours)	Final copy in PDF will be shared with school. Student Programme (Teaching Deck, Educator Guide, Student Worksheet) Educator Programme (Teaching Deck, Activity Handout)
4	Production of Programme Materials	Includes printing (e.g worksheets and handouts)	Includes <ul style="list-style-type: none"> • Colour Printing of Worksheets/ Activity Handouts
5	Programme Facilitation	Student Programme 16 hours (4 facilitators) Educator Programme 8 hours (2 facilitators)	Student Programme: 2 Senior Facilitators & 2 Junior Facilitators Educator Programme: 2 Senior Facilitators
6	Audit Report	External audit of actual expenditure by practitioner	-

Rate Cards

No.	Description of Services	Specifications	Unit of Measure	Price (\$\$)	Remarks
1	Project Reporting	Pre/post Surveys and Interim & Final Reports	Per project	1125	Includes <ul style="list-style-type: none"> • administering pre- and post- survey to measure impact of project • 1 Interim Report • 1 Final Report
2	Design Thinking (DT) Consultancy	Identification of School Needs and adaptation into programme	Per project	2250	Comprises <ul style="list-style-type: none"> • 1 consultation session with the school to understand school's needs • 1 report comprising observations and recommendations on sustaining programme post-programme
3	Designing of new DT Curriculum Materials	Student Programme (16 hours) Educator Programme (8 hours)	Per project	Student Programme: 11520 Educator Programme: 5760	Final copy in PDF will be shared with school. <ul style="list-style-type: none"> • Student Programme (Teaching Deck, Educator Guide, Student Worksheet) • Educator Programme (Teaching Deck, Activity Handout)
4	Production of Standard Programme Materials	Includes: <ul style="list-style-type: none"> • Printing of lesson materials such as Worksheets / Posters / Charts 	Per project	Student Worksheet: 256 Educator Handout: 64/128	Production of toolkits <ul style="list-style-type: none"> • Educator Activity Handout (40/80 sets) • Student Worksheets (80 sets)
5	Procurement of Programme Resources	Procurement of materials, tools rental for lessons and 1 Makercart	Per project	5880	Includes <ul style="list-style-type: none"> • Procurement of lesson materials, tools rental • 1 Maker Cart • Transport cost for logistics
6	Teacher Briefing	Includes: <ul style="list-style-type: none"> • Briefing for educators 	Per facilitator per hour	225	\$225 per hr
7	Internal Manpower Cost for Facilitation – Senior Speaker/ Facilitator	Includes: <ul style="list-style-type: none"> • Main facilitator for programmes • Main presenter for talks 	Per facilitator per hour	225	\$225 per hr
8	Internal Manpower Cost for Facilitation – Junior Speaker/ Facilitator	Includes: <ul style="list-style-type: none"> • Support roles for programmes 	Per facilitator per hour	120	\$120 per hr
9	External Manpower Cost for Facilitation – Senior Speaker/ Facilitator	Includes: <ul style="list-style-type: none"> • Main facilitator for programmes • Main presenter for talks 	Per facilitator per hour	225	\$225 per hr
10	External Manpower Cost for Facilitation – Junior Speaker/ Facilitator	Includes: <ul style="list-style-type: none"> • Support roles for programmes 	Per facilitator per hour	120	\$120 per hr
11	Audit report	External audit of actual expenditure by practitioner	Per report	2000	Cost to engage an external audit firm to audit the actual expenditure of the programme.