

## **Annex B:**

### **FACT SHEET**

#### **IMDA's Digital Maker Programme**

IMDA's Digital Maker Programme aims to nurture a new generation of digital creators and makers by introducing simple-to-use and open-ended technology that students and adults will find easy to adopt. The goal is to cultivate a community of innovators across different age groups, imbued with the culture of collaboration and co-creation, to solve real-world problems.

Over the next two years, the Digital Maker Programme will introduce making and creating with technology, using a microcontroller known as the micro:bit to encourage students and adults to explore the possibilities of digital making.

#### **Introducing Digital Maker Technology to Schools**

IMDA will introduce digital making to schools by providing all interested primary and secondary schools with micro:bits for up to one level of students when they sign up for the programme.

Schools can decide which level they would like to introduce the micro:bits to (e.g. for a specific level or rotate across levels each term) and how they may want to use it (e.g. for their Design and Technology lessons or Applied Learning Programme).

Microsoft is a key technology partner in this programme. It will provide a browser-based introductory programming experience to beginners who have never programmed before; an architecture that allows enthusiasts to dig deeper to uncover the many capabilities of the micro:bit; materials and a platform to support teachers on the use of micro:bits in their classrooms.

The training and curriculum will introduce educators and students to the technology, and provide them with ideas on how to use the technology in their lessons and programmes. They will also be supported by Microsoft's learning partners.

#### **Building Communities of Digital Makers**

IMDA will also work with partner agencies, like the People's Association, Science Centre Singapore and Centre for Fathering, to introduce digital making to the community. Introductory workshops will be offered at community locations for families, students or adults to learn how to use the micro:bit to create simple projects.

First-time workshop participants will receive micro:bits to allow them to explore and create more projects on their own after the workshop. They can gather new ideas from the digitalmaker.sg portal and share their ideas with the community. Digital making events and challenges will be organised to bring enthusiasts together to foster a digital making culture and help further develop their interests.

### **Spur local companies to develop and market Maker products**

IMDA will also encourage local companies to develop and market maker-centric products to support the maker communities and tap the potential market, both locally and overseas. Seed funding will be provided to local companies to develop products with the potential for commercialisation.

### **Programme Benefits**

By taking a fun, 'easy to learn, easy to use' approach, the Digital Maker Programme will encourage learners to pick up technical understanding quickly, and share their achievements with their peers and across communities. Digital making within the schools and different communities can also bring people across different ages and expertise to learn, collaborate and co-create to solve problems together. This fosters the environment for entrepreneurship to grow. Equipping our people with digital creativity and innovation skillsets will help our people ride the waves of the digital revolution.