

Audience + Scope. As you move into the next stage of the project, start determining who the final audience of the project will/can be, and what the scope of the project will be.

Consider the following:

A. Audience:

- a. **How can I tap into the skill sets of community members to support my students in their “skill” development?** (i.e. Who can I reach out to act as a community mentor to students? How much time will be asked of the mentor? What is expected?)

- b. **Who is a feasible final audience? How can I set this up prior to rolling out the next stage with students?** (i.e. Will students present their learning all in one event, at an Exhibition night, or will I set up a schedule for different Repair Fairs?)

- c. **How is the selected audience authentic to what students will be creating?** (i.e.: Who will benefit from learning the fix-it skills?)

B. Scope:

- a. **What scope of the final product do you want to work towards with your students?**

i. **Collaboration:**

1. **Group scope, no community:** Using the internet as their primary resource, students work in groups to identify a skill they want to learn and a household item that they want to diagnose and “fix”.
2. **Group scope, community:** With the help of community mentors, students work in groups to identify a skill they want to learn and a household item that they want to diagnose and “fix”.

ii. **Final Presentation:**

1. **Exhibition of Learning:** Students will present their learning at a “Repair Fair” event or as a part of a larger exhibition of learning.
2. **In-class clinic:** Students will present their learning during an in-class Repair Fair.
3. **Digital option:** Students will develop digital ways to share their learning - making a video, creating a blog post, etc. - and share this with their community ([see iFixit examples](#))