

Representative



Technology Education Concepts

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# PrintLab. classroom

we make 3D printing curriculum.

PrintLab Classroom is an online platform of lesson plans that teach students how to use 3D printing to address global challenges. Our approach is to take the innovative uses of 3D printing in industry and bring these through to education by creating fully-resourced lessons based on them. The curriculum is aligned to a range of standards across different subject areas and challenges students to design assistive technology, reusable packaging prototypes, hands-free virus solutions and more.

## 3D Printing Lesson Plans

View [All](#) or Filter lessons by [Theme](#), [Subject Area](#), [Difficulty](#) or [Duration](#)



### Assistive Device Academy v2

A human-centred design project where students create a range of assistive devices for people with disabilities.

[Learn More](#)



### Pandemic Products

Students design solutions to limit the spread of viruses such as COVID-19 on surfaces.

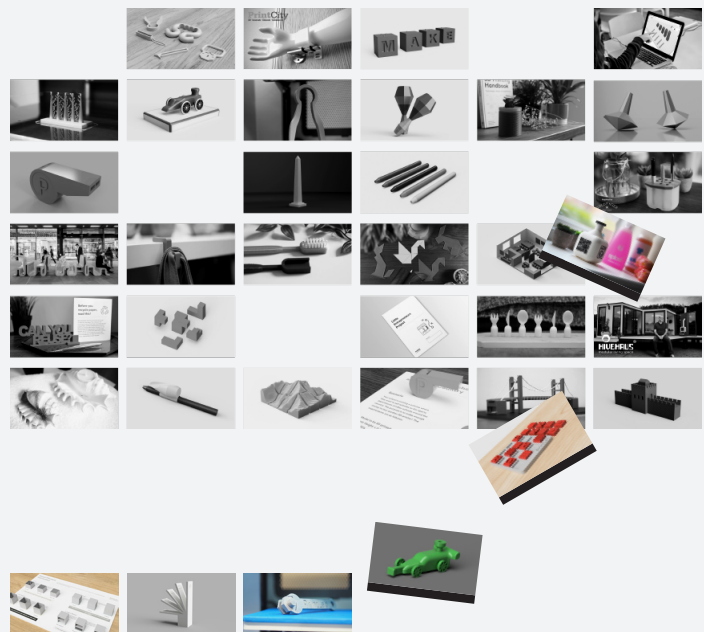
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### Project Upcycle

Students upcycle waste materials at their school by combining them with 3D printed parts to create useful products.

[Learn More](#)



our platform is a toolkit for educators.

Our online 'toolkit' allows schools, libraries and makerspaces to pick and choose from 40+ resources to build pathways for students - saving them the time and stress of creating lesson plans from scratch. The resources are suitable for students of ages 8-16 and range from individual skill-building lessons to full design-thinking units that span over multiple sessions. Each project is equipped with downloadable teaching materials such as presentations, workbooks, and rubrics as well as explainer videos and CAD tutorials hosted on a student learning portal.

**students  
will learn  
technical  
skills.**

### **3D Modelling Basics.**

A self-paced mini-course that introduces students to 3D modelling in Tinkercad software.



Project Example



Case Study

### **Assistive Devices.**

Students at LJ Hauser Junior High School designed assistive bottle openers in an iterative process.

**students will  
learn human  
centred  
design.**

**students  
will solve  
global  
problems.**

### **Packaging Redesign.**

Students learn about the circular economy before rethinking and redesigning packaging products.



Project Example



Case Study

### **Balloon Dragsters.**

Students at Re:Coded learnt about forces and motion to help them design balloon powered dragsters.

**students  
will engage  
with STEM  
subjects.**

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