IDEAs in Action
CURRICULUM
General Education at the University of North Carolina at Chapel Hill

The new "Ideas in Action" General Education curriculum gives course instructors even more reason to integrate the BeAM makerspaces into their course design! One of the key Focus Capacities for the new curriculum is "Creative Expression, Practice, and Production," which directly correlates to the design and making process supported by BeAM.

Interested in learning more about makerspace course integration?
Contact the BeAM Program Coordinator, Anna Engelke, at anna@beam.unc.edu.

What is a Focus Capacity?

From pages 12-13 in the Ideas in Action curriculum:

"During their Carolina careers, students take a set of Focus Capacity (FC) courses that introduce and reinforce a set of focused capacities that help them identify, discover, explore, and act…FCs may be introductory or mid-level courses in a disciplinary progression, or they may be on specific topic areas that are not in such a progression. Any department may offer classes that fulfill any focus capacity as long as they meet the learning outcomes for that capacity."

What is "Creative Expression, Practice, and Production"?

From page 14 in the Ideas in Action curriculum:

Creative Expression, Practice, and Production
Students engage in individual and collaborative creative expression, exploration, or production, such as in performance, visual art, composition, design, or technology. They engage with tools, techniques, methods, design processes, technologies, and materials for creating works that express, innovate, or create solutions to problems.

Questions for Students

1. What processes and practices can I use to produce meaningful expression or effective solutions with lasting impact?
2. How does collaboration and teamwork change or enhance the creative process?
3. How does a design strategy affect or enhance the creation and evaluation of a work of value?

Learning Outcomes

1. Compose, design, build, present, or perform a work that is the result of immersion in a creative process using appropriate media, tools, and techniques.
2. Explain the roles and influences of creativity, technologies, materials, and design processes in the creation of knowledge, expression, and effective solutions.
3. Evaluate their own and others' creative work to demonstrate how critique creates value in creative domains.