

Makerspaces, Innovation and Science Education

How, Why, and What For?

L
M

Michael Tan

ROUTLEDGE


CONTENTS

1 Introduction	1
2 What is knowledge anyway? Obtaining clarity on knowledge and its role in society	12
3 An anti-intellectual approach to knowledge and learning	29
4 Design as a problem for school that reveals the problem of school	51
5 The uses and abuses of science and technology	80
6 The interaction of human and non-human agency	112
7 Rethinking education for social change	145
<i>Index</i>	164