

This tinkering activity utilizes **Culturally Situated Design Tools** (csdt.org) created by [Dr. Ron Eglash](#) and [Dr. Audrey Bennett](#). Read more about them and the project here.

What is CSDT.org?

(from the CSDT.org home page) The elitist myths of "savages" and "white trash" led to today's bigotry. Here you can counter those stereotypes with African fractals, Appalachian quilting algorithms and more. From Native beadwork to urban graffiti, students can find the "heritage algorithms" of their interest, learn their connection to STEM principles, and develop designs of their own creation. Learn, create, and share your work with Culturally Situated Design Tools!!

What should I try tinkering with?

We think the Bead Loom project under Discrete Iteration is the most accessible given the format of our orientation and the varied background of faculty. We also think it reflects some of the ideas Dr. Saint-Hilaire leverages in her computing integration.

- [Start with the Background section](#) and make sure to click through the sub-sections of Cultural Context, Fabrication and Science Connections
- Then try out the [Bead Loom Math Game tutorial](#)