
LEARNING CHOICES PROGRAM

Build. Tech. Play.

DURATION OF SUBJECT

Full year

SUBJECT TYPE

Authentic Learning

COURSE DESCRIPTION

Students will design and build an environment and experiment to find the most efficient way to program a robot to navigate through their space.

The emphasis will be on making and learning through play and prototyping to design and implement the most effective solution to a problem.

Through the use of programmable robots, students will develop an understanding of fundamental coding concepts by completing a series of design challenges and scenarios.

This hands-on digital technologies subject is designed to give students exposure to a range of skills, knowledge and collaborative experiences to identify and design a digital solution to a real-world problem.

ASSESSMENT

Assessment in this subject is based around the concept of Design Thinking. This unit will provide students with opportunities to collaboratively identify current world issues, research and gather data to validate ideas and then finally design and engineer solutions to these issues. This will be presented in the form of a group portfolio of the design process and finally culminate in a design presentation.

Why choose this subject?

Students with interests in making, building and design, digital technologies and collaborative problem solving would enjoy this subject. They will also develop a practical understanding of Design Thinking, which they may be able to apply to other areas of study.

Note: Please refer to the Cost Schedule for details of costs relevant to this subject.