TECHNOLOGIES

Technologies is about learning to solve problems by investigating, designing, making, and evaluating digital and physical solutions.

2018

This year, Technologies will focus on Society and Sustainability in Technology, Food and Fibre Technologies, and Digital and Physical Tools for solving problems. All classes will be held in our brand-new Maker Space on Monday to Thursday. We will make the most of our other new spaces and have some lessons at the Goody Patch too!

HELPING OUT

In the first week of term, the students were asked what we needed in our new spaces for Technologies, and for making and creating. There were some very creative and well thought out ideas, such as:

- 🖉 a box of broken things to try and fix (e.g. watches, toys, clocks)
- 🖉 a sewing machine
- 🖉 some old smartphones, that we could use with virtual reality headsets
- 🖉 wooden off-cuts to practice woodworking and construction techniques.
- 🖉 a 'Textile Tub' full of different fabrics and textures
- 🖉 many, many more great ideas.

Do you have any of these laying around unwanted and unused at home? We would love to hear from you. Please contact Liam.

Are you in a Technologies industry? We are trying to connect with local Technologies-related businesses and professionals. Would you be happy to support our programs by being a guest speaker or write some answers to questions from the students?

If you can help us out, please contact Liam via email (liam.mccomb673@schools.sa.edu.au).

TERM 1

WHAT IS A TECHNOLOGIST?

All our classes will start the year investigating occupations and careers around Technology. They will consider questions such as:

What do Technologists do? What solutions do they design, make and create? How and why do they solve problems?

Who do they design, make and create solutions for? What impacts on their designs and solutions? How do they act sustainably?
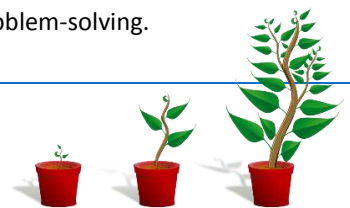

ADVENTURES IN CODING (1M, 4M, 5M, 14N, 15N, 16N, AND 18N)

Exploring how a computer thinks using stories, educational games and problem-solving.

WHAT SHOULD WE GROW? (2M, 13N, AND 17N)

Discovering how plants and animals are grown for food, clothing and shelter.


ONLY THE BEST TOOL FOR THE JOB (3M, 6M AND 11C)

Safely investigating and using digital and physical tools. Classifying, selecting and recommending

tools to solve specific problems.

A CODING JOURNEY (8M AND 19E)

Deepening understanding of computational thinking (coding) using micro:bits.

Exploring differences between visual programming languages and text-based languages.
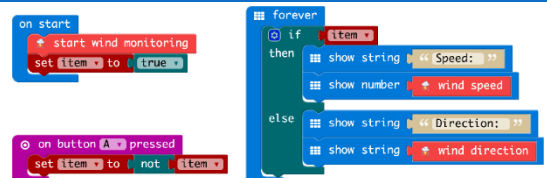
HOW CAN ELECTRONICS IMPROVE CLOTHING? (12C)

Investigating advances in fibre production and eTextiles. Designing, creating

and evaluating our own eTextiles.