Summary of learning 3-6

This information is provided in lieu of a standard year level band overview.

Digital Learning
and Teaching Victoria

Digital Technologies case studies project

Level	3-6	Title / theme	3D Design of a Narrative Story Piece (in collaboration with STEMPunks)

Summary

In this program students started off with a theme for their story. The Year 3-4 students were scaffolding and had a choice of themes/settings and the Year 5-6 chose their own.

All students drew out a storyboard using six squares and made sure they included all the features of a narrative, eg. beginning, middle, end, problem and solution. They then converted this image to a 3D design using CoSpaces Edu. The Year 5-6 students were able to experience their design output on a Merge Cube, experiencing it in their hand virtually. The Year 5-6 were also introduced to applying some code to their design.

Students used FlipGrid to retell their story vocally as part of assessment. Students were given a rubric for support and assessment via Google Classroom to ensure the continuation with their theme and story throughout. Their storyboard, 3D Design and verbal retell needed to all connect.

Strands connected   ☒ Digital Systems   ☐ Data and information   ☒ Creating digital solutions

Level		Title / theme	STEM Club – After school Years 3–6 ICT accelerated program (collaboration with The Smith's Family)
	3-6		

Summary

This program is current, commenced Term Two and will be completed by Term Four. There are 7 students participating in this program, the making of 3 groups.

The students had to come up with an invention that needed to include micro:bits as part of the solution. Initially, this took a bit of scaffolding, both through prior examples and rich discussions about problems in this world. Incidentally they are using without realisation, design thinking and empathy for the end user. All 3 groups have come up with solutions that are applicable to the community, from recent experiences and beyond self. I am excited to see this process unfold and the students pitching their innovation.

Strands connected   ☐ Digital Systems   ☐ Data and information   ☒ Creating digital solutions