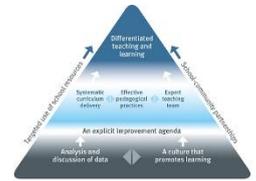# BE A STEM LEADER

Invest in student, staff and school improvement
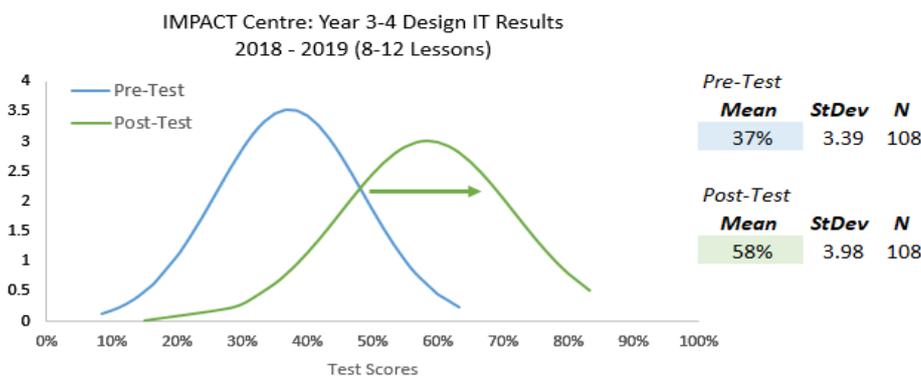

DESIGN IT – YEARS 3-4

Register Here

✓ Differentiate teaching and learning

Design IT develops the design thinking, critical thinking, problem-solving and technologies skills needed to create designed solutions. Your students will:

- develop design and technologies processes and production skills by engaging in a series of exciting design challenges;
- be taught by a specialist teacher from the IMPACT Centre;
- build technology skills and confidence for future online learning and assessments.

✓ Improve outcomes

The following graph demonstrates that the achievement of *Years 3-4 Design IT* students significantly improved from pre- to post-assessment in 2018-2019.

IMPACT Centre: Year 3-4 Design IT Results
2018 - 2019 (8-12 Lessons)

	Mean	StDev	N
Pre-Test	37%	3.39	108
Post-Test	58%	3.98	108

✓ Deliver curriculum

AUSTRALIAN CURRICULUM - Content Descriptors	General Capabilities
Technologies - ACTDEK010, ACTDEP014, ACTDEP015, ACTDEP017, ACTDEP018	

✓ Develop expertise

- We highly recommend that your supervising staff member/s login, learn alongside your students and collaborate with our specialist teachers.
- They develop curriculum, pedagogy and technology expertise, which transfers to their teaching or leadership role.
- Offer the opportunity to a leader, teacher or aide.
- They earn a PD Certificate aligned to AITSL standards – through active participation in lessons and completion of a short online module.

📞 **(07) 3634 1888** ✉ **admin@impact.eq.edu.au** 🌐 **impact.edu.au**

BE A STEM LEADER

Invest in student, staff and school improvement

Student target group

- Your school determines which students participate – many schools use this program as a differentiation opportunity for mid-high achieving students.
- Teacher judgement and student interest in the topic should assist selection.
- Student or parent nomination is also an option.

Assessment and reporting

- Assessment involves a pre-test to provide diagnostic data, a post-test to measure distance travelled, and a series of design challenges collected in a digital portfolio.
- Your school receives a written report containing pre- and post-assessment results, attendance data & survey feedback. You also receive report card comments (OLA).

Course outline

1	Inspiring introduction to *Design IT* and online learning skills
2	Pre-test. Evaluating designs
3	Materials used in design, collaborative check-in
4	Design Thinking: Check-in 1 – Investigate and Evaluate
5	Design Thinking: Investigate. What do designers do? How do they work?
6	Design Thinking: Generate - textiles and fibre industries
7	Design Thinking: Evaluate - food industry
8	Materials used in design and collaborative check-in
9	Design Thinking. Check in 2 – Generate and Evaluate
10	Computational Thinking. Check-in 3 – Connecting to Scratch
11	Post-test. Design with electronic kits.
12	Review, consolidate and extend electronic kit designs and Scratch

Timetabling, group size and costs

- Students participate in 1 x 60 min web conference lesson per week for 12 weeks.
- We negotiate the timetable with you - nominate 2-3 preferred times.
- 3 x 12 week rounds run across the year – *Design IT* is available in Rounds 2-3 only.

Round 1: Feb 3-May 22				Round 2: May 25 – Aug 28				Round 3: Aug 31 – Dec 4			
Feb	Mar	Apr	May	May	Jun	Jul	Aug	Aug	Sep	Oct	Nov
Not Available				Available				Available			

- 14-15 students form an online group – from your school or multiple small schools.
- You can involve a full class of 28-30 students – this is classified as 2 groups.
- We operate on a cost recovery model – invest a small fraction of FTE or cash.
- **Round 3 cash option is $290 per student or $4300 per group of 15 students.**
- *Design IT* involves an additional charge of $35pp for an electronics kit.
- Your school is investing in the time of a specialist teacher who works directly with your students and staff and is employed by the Department of Education.
- Consider using *Investing for Success* or *Advancing STEM in primary schools* funds.
- See How it works and Investment options and costs for specific details.

STEM SUCCESS

STAFF: Design IT has allowed the students to gain confidence in computer skills and the ability to communicate in an online world. They have learned the importance of planning and evaluating designs and evaluating design faults as well as justifying their opinions. The projects expose students to learning beyond the four walls of the classroom and open up the possibilities to future learning experiences and careers opportunities.

STUDENT: This makes me feel that I can make and do anything that is possible to do in my life and I might be an entrepreneur in the future for my job and make cool stuff.

STUDENT: I learnt about famous designers, the design process of investigate, generate, produce and evaluate. I also learnt about environmental designs (rooms & houses), graphics, fashion designs, new inventions + food. It makes me feel confident that I will be able to make anything I want in the future.

Register Here

How it works	Investment options and costs	View all programs