

Term 4 STEM

Prep - Year 2

Our youngest students will start the term with chicken-themed activities to welcome in the little chicks joining our school in week 2! They will explore the life cycle (biology), design a hutch and run (engineering), and take on a coding based challenge using if/then statements (technology).

Students will then use an engineering and design process to solve problems from their favourite stories during 'Storytime' STEM, such as building bridges.

To finish the year, they will put their skills to the test with Christmas-themed challenges, solving problems that Santa and his reindeer might face on their big night.



Year 3 - Year 4

Students will learn about electrical circuits by investigating conductors, building simple circuits and solving circuit problems. They will use Makey Makeys to apply their knowledge and test their theories hands-on!

They will also get to revisit coding through the program Scratch; students will learn about if/then conditions, use coding variables, and design their own characters. Later in the term, students will combine Makey Makeys and Scratch to play and design games on the Chromebooks.



Year 5 - Year 6

Senior students will begin with an AI unit, exploring how AI is used in our community and around the world, and how it can both help and hinder us. They will learn how AI tracks patterns and data to form responses, and discover that AI is much broader than just ChatGPT. Students will plan and design an AI-based tool that helps someone complete an everyday task, using true/false coding conditions. They will then complete a more in depth coding unit focusing on conditions, variables and loops.

The year will finish with a sports science unit to complement the swimming program. Students will learn basic biomechanics, record and input data, test sporting movements, and complete an engineering and design process to 'help a Paralympian athlete'.

