TECHNOLOGIES

What you will need:

In order that your young person can remain in contact with their teacher and class - a phone or internet-enabled device may be needed for this purpose. They may need access to the school’s agreed means of electronic file sharing and contact information such as the teacher’s e-mail address. Find out what Learning Management System or document sharing platform your young person’s class will be using.

If possible, provide learning materials and a space for your young person to move or work online.

Depending on the Technologies context, young person may also need:

- equipment and materials to enable sketching and journaling
- materials to enable prototyping (food packaging such as plastic and cardboard, scissors, tape, glue, etc.)
- access to cooking equipment and ingredients
- a garden bed or pots to germinate and grow seedlings.

In addition:

- Computer Science ITC315118 Level 3 and Information Systems and Digital Technologies ITS315118 Level 3 students will need access to a computer and relevant software
- Computer Graphics and Design CGD315118 Level 3 learners will need access to a computer and relevant software
- Electronics ELT315114 Level 3 learners may need access to an electronics kit; please contact the school to clarify requirements.

How you can help:

Technologies education engages students in technologies processes and production, design and computational thinking. It helps students to understand the world in which they live as they identify, explore and analyse real-world needs, aspirations and opportunities.

You can encourage your young person to apply their technologies learning at home where it is safe to do so, for example:

- plan and design a room renovation
- investigate growing herbs, fruit or vegetables at home
- plan and cook family meals
• design a communication strategy to connect with family and friends
• create a game to share with friends and family
• provide ICT support to other members of the family.

Project management skills are important in Technologies. You can encourage your young person to:

• keep a portfolio of their learning including project timelines, sketches, drafts and records of prototyping
• maintain a journal to reflect on their own learning and on the feedback provided by teachers.

Support your young person to collate this evidence in a way they feel best represents their learning e.g. a physical journal and portfolio or online blog/vlog. Their school may also suggest a preferred way for this evidence to be collated.

Complementary activities:

Depending on the Technologies course, there are a number of resources and activities that can support young people to deepen their skills, knowledge and understanding. Encourage your young person to:

• Explore TED talks related to design thinking, innovation, enterprise, tech or digital transformation
• Create a mood board to inspire a personal project
• Research a new or emerging technology for plant production. Present the pros and cons of using this technology for a given problem and draw a conclusion based on the available evidence
• Write an editorial piece for a food magazine promoting the benefits of developing individual food skills and applying them in the home.
• Explore Instructables for project inspiration: https://www.instructables.com/
• Explore Khan Academy Tutorials related to technical drawing, animation and computer programming: https://www.khanacademy.org/
• Create, learn and code with BBC microbit: https://microbit.org/
• Watch and be inspired by Grand Designs on ABC iview.

Links to more information:

• Learning at home1 on the Department of Education website

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1 www.education.tas.gov.au/learning-at-home/