Learning Labs Workshops

BATEMANS BAY APRIL 2019

1 DAY LITTLE MINI-LABS (YEARS 1 & 2): APRIL 23RD OR 24TH

Engaging Young Engineers

YEARS 1 & 2

Presenter: Jo Grimmond

If you love building things and finding solutions to problems, then this workshop is for you. Unleash your inner Engineer, as you join in on a fun and hands on workshop with a focus on Science, Technology, Engineering and Maths (STEM).

Did you know Engineers are very smart people? They use problem-solving methods to find solutions to everyday problems. In this workshop, you will be an Engineer for the day. You will solve design problems through investigation and critical thinking. Together, we will work as a team to brainstorm and collaborate as we plan our design. Following this, we will experiment and put our solutions to the test.

1 DAY EARLY LEARNING LABS (YEARS 3 - 6): APRIL 23RD OR 24TH

Calling all History Buffs!

YEARS 3 & 4

Presenter: Linda Dwyer

What makes objects so valuable in history and museum contexts?

Objects are often said to be 'sticky' with meaning. Ever since what historians call antiquity, objects have been an important way of knowing the world. They are the focus for transmitting our understanding of the world to others and, as such, are both vessels that embody meaning and understanding of the human experience.

Create your own museum display and get your hands and minds 'Sticky' with knowledge.

Get Over It: Designing, Building & Testing Model Bridges

YEARS 5 & 6

Presenter: Greg Czaban

Bridges- They started out as simply a log across a water system.

Fast forward to present day, bridges are bigger, better and stronger than ever. In this workshop we will look at innovative engineering, explore engineering theory and examine many examples of famous bridges. However, be prepared to put this theory to the test as we get hands on and design, build and experiment with our very own bridges.

If Mozart was a Coder

YEARS 5 & 6

Presenter: Carsten Eckelmann

Unleash your inner Mozart and learn to code at the same time!

In this course you will learn programming while exploring sounds, melodies, drum patterns and dance music. You will also learn how to "Live Code" which is a growing musical trend in which you create live music by creating and changing programming code on the fly. This course introduces SonicPi, a free programming environment which is made for creating music using Ruby, one of the most widely used programming languages today.

You don't have to know how to play an instrument and you don't have to know how to program! Everything will be explained from the fundamentals up to the creation of a cool little song. You will also learn how to record and share your creations with your friends and family.

Welcome to the Jungle

YEARS 3 & 4

Presenter: Nicola Bath

We are off to the wild for this Amazon inspired printmaking workshop.

In this class, students will investigate the flora and fauna of the Amazon rainforests and create bold designs with impact and pizazz. Throughout the day students will learn how to design a relief composition and carve their vision into foam blocks for printing on mixed media surfaces.

By the end of the class students will have a good understanding of how printmaking works as well as be able to take home several prints to display, handout or swap.