Building an Interactive Friendly Monster

Workshop developed by MIT Media Lab and i2 Learning

Monday, 18 April – Friday, 22 April 2016

HOSTED BY

TAKE LIFE ON
STRENGTH • OPTIMISM • JUSTICE

546 Portrush Road, Glen Osmond SA 5064 Tel: 08 8303 9000
www.seymour.sa.edu.au
www.facebook.com/seymourcollegeadelaide
CRICOS Provider Code 00628G
Introduction

STEM, standing for Science, Technology, Engineering and Mathematics, is a phrase that this especially important in education as we equip our students for the 21st century and, in some cases, beyond.

We know that when students are actively engaged in their learning and have the ability to identify their own strengths and weaknesses, their skills naturally advance.

Seymour College is proud of its focus on, and excellence in, STEM. We are therefore delighted to provide the opportunity for 20 students to attend a MIT Media Lab and i2 Learning-developed STEM workshop.

Students will work with fabric and electronics to make their own interactive toy. They will use conductive thread, felt, lights, speakers and sensors, to make a soft and cuddly monster that responds to them, and will learn how to use programming to make their creature play music and glow at their command.

Program Aims

Design and digital technologies impact on and enrich the lives of people and societies globally. The Australian Curriculum now incorporates both these subject areas to ensure that all students benefit from learning about and working with traditional, contemporary and emerging technologies that shape the world in which we live.1

Students will learn about e-textiles, how circuits work and be guided through the basics of programming using the Arduino programming environment. They will work collaboratively and use critical and creative thinking skills in the design and construction of simple circuits, in understanding the function and operation of the different electronic components, and in the programming of their interactive monster.

This workshop is designed to be a fun and engaging introduction to electronics and programming, through craft, and to give students the resources and confidence to continue engaging with electronics and programming after the workshop.

Details

Open to girls and boys in Years 5, 6 and 7

Course dates Monday, 18 to Friday, 22 April 2016

Times The day is broken up into morning and afternoon sessions.
9.00am–12.00pm Morning session
Students work in i2 course groups (with a recess)
12.00–1.00pm Lunch
1.00–3.25pm Afternoon session
Students work in i2 course groups

Cost $500 inc GST

Places 20

Materials
• All materials to make the friendly monster are supplied.
• Students will need to bring their own laptop with USB port.
*Note: prior to the workshop, students will need to download the Arduino program to their computer (Windows or Mac) from https://www.arduino.cc/en/Main/Software

Recess/Lunch
Participants will need to bring their own recess, lunch, snacks and a drink bottle.

Teachers
• 7:1 maximum student/teacher ratio
• Highly qualified and specially trained
• Teachers for each course are practicing Middle and Senior School STEM teachers who attend intensive, course-specific i2 teacher training with our curriculum partners.

All enrolments and payments are to be in by Monday, 11 April 2016.

Please do not drop children off before 8.30am.

No supervision available after the workshop.
Children MUST be picked up by 3.30pm.

For further information, please contact Sharon Eichinger (Workshop Leader)
via email on seichinger@seymour.sa.edu.au
To book, please go to www.trybooking.com/190207

ABN: 24473041909