

TECHNOLOGY

2026 - TERM 4

PREP

Students learn the properties and functions of different materials, and participate in a range of basic design challenges. Students learn to identify and attempt to solve problems through creating, testing and improving their designs. They begin their journey through the design process in order to develop a solution.

GRADE 1/2

Students will follow the design process to investigate problems, generate ideas, create solutions and reflect on their work. Through engaging projects, students will build confidence in using a range of materials, tools and technologies while developing their creativity, collaboration and problem-solving abilities. These experiences will encourage students to think critically and improve their designs to better meet the needs of people and everyday situations.

GRADE 3/4

Students will continue to develop their digital learning skills through Minecraft Education, using immersive virtual environments to explore, create and solve problems. They will design and complete a range of interactive challenges, collaboration and computational thinking skills within engaging game-based learning experiences. Through these projects, students will strengthen their ability to plan, test and refine solutions, while developing creativity and critical thinking.

GRADE 5/6

Students are continuing to expand their skills using a range of digital tools to create, modify and present original projects. They will develop their understanding of digital design processes by planning, designing and refining 3D models, while also strengthening their coding capabilities through the creation of interactive digital solutions. With a focus on problem-solving, creativity and precision, students will apply increasingly sophisticated design and computational thinking skills.