

STEAM @ HHPS



SCIENCE | TECHNOLOGY | ENGINEERING | ART | MATHS

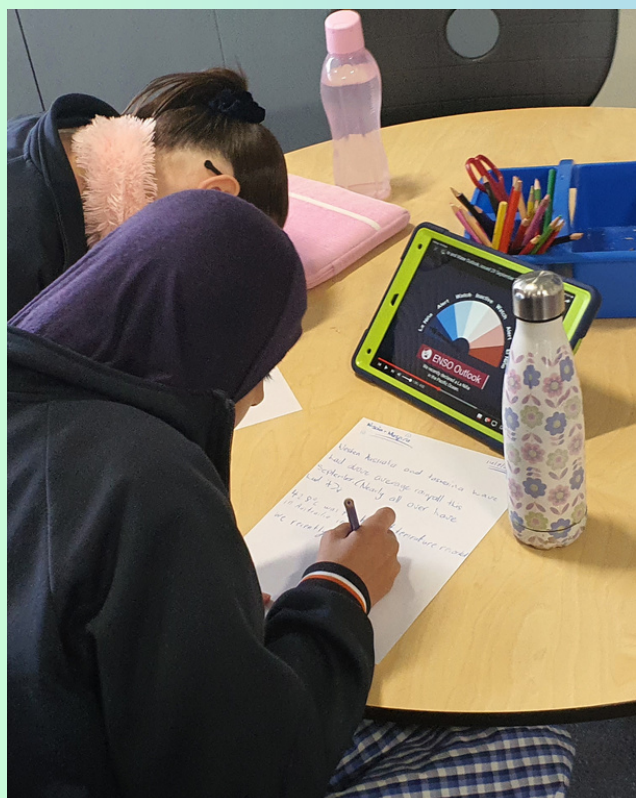
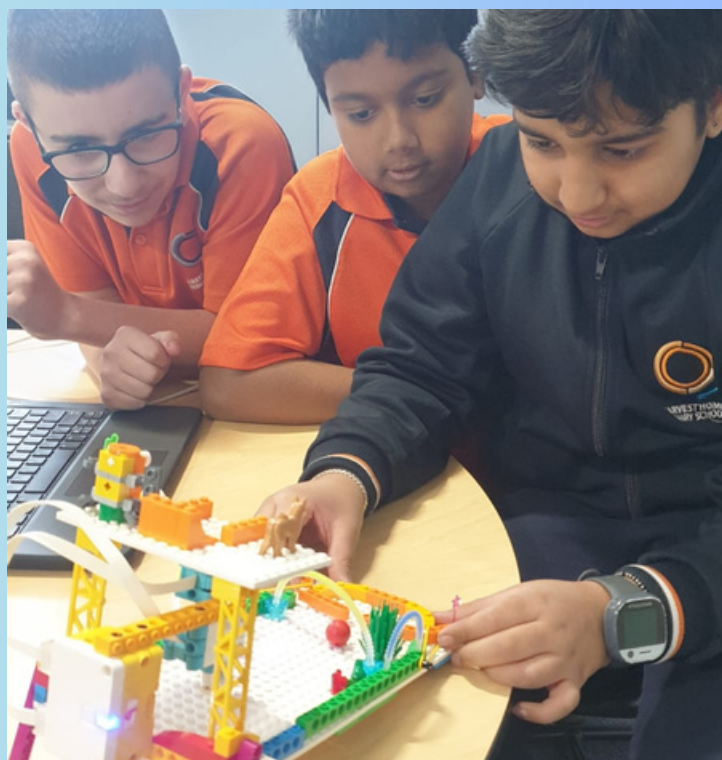
TERM 3 . 2023 . HUGH WILSON AND PAUL DI PIETRO

WHAT'S INSIDE

What your child is doing in STEAM.

What is coming up in the world of STEAM.

What resources you can use for home.



WHAT IS STEAM?

- STEAM stands for Science, Technology, Engineering, Arts and Maths.
- STEAM at Harvest Home Primary School is focused on expanding the students digital technology and media skills
- We will be reporting on the *Digital Technologies & Media Arts Curriculum*.

WHAT'S ON IN STEAM

PREP

Preps have been learning about the word 'trust' and exploring online safety. In Media they will explore characters in texts.



YEAR 1

Ones have been considering what cyber safety is and therefore what isn't safe to share or do online.

They will then continue on to media, where they will demonstrate their knowledge of being safe online through creating media that demonstrates that knowledge.

YEAR 2

Twos have been identifying how digital technology is accessible and equal for everyone and exploring these features.

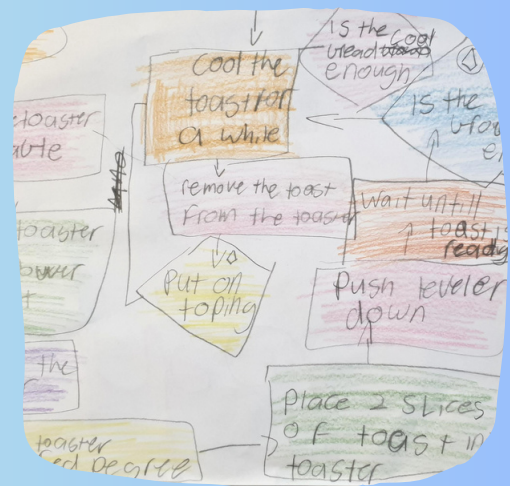


YEAR 3

Threes have been exploring how to code using different applications such as Minecraft and Scratch. They have also begun constructing visual coding languages using flowcharts. In Media, they will create a website about Indigenous culture.

YEAR 4

Fours have been learning about collecting, assessing and presenting different types of data. Next, they will look at different media and compare purpose and meaning.



YEAR 5

Fives have been exploring different types of data. They have collected, researched and utilised data in different ways,



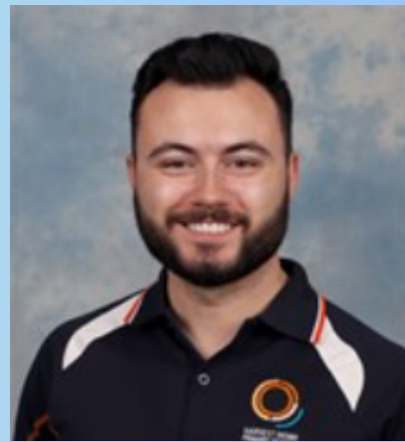
YEAR 6

Sixes have been following a sequence of instructions to construct devices such as a pinball machine or a cable car. In Media, students will explore the elements and principles of art and compare artworks from different social, cultural and historical contexts.

MEET THE TEACHERS



Hugh Wilson



Paul Di Pietro

STEAM @ HOME



Scratch JR is an engaging way to promote coding in our younger students. While the app is all ages, Year 3-6s should try scratch.mit.edu



In tinkerCAD, students can create their own 3D designs. If the design meets the criteria they can send it to google classroom to be 3D printed.



Minecraft Education Edition is a fun and engaging way to learn. It offers many lessons on every subject. Note: Download the Education Edition.

If you have any questions about STEAM, please contact us and we will be happy to answer any questions.