STEAM @ HHPS

SCIENCE | TECHNOLOGY | ENGINEERING | ART | MATHS
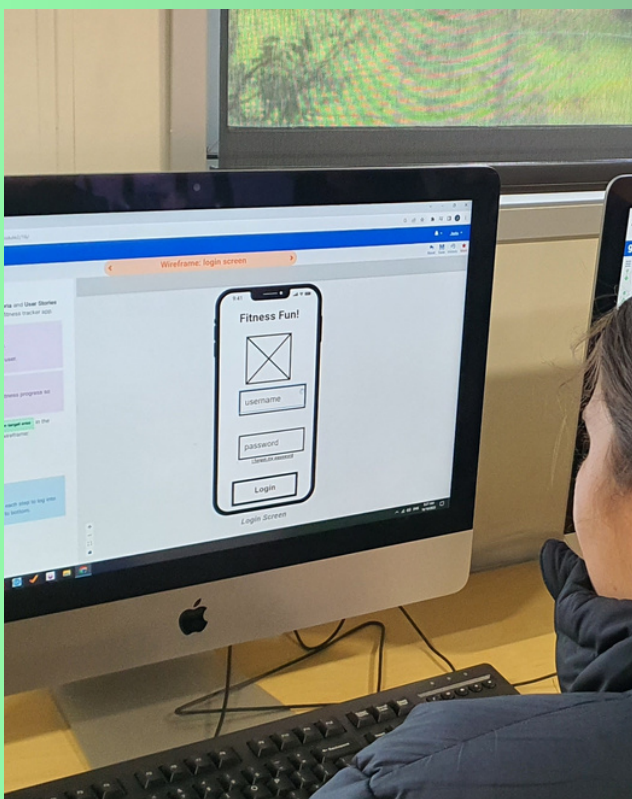
HARVEST HOME PRIMARY SCHOOL

TERM 4 . 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 hardware and software and how they are used in everyday life. In media, students will learn how to describe characters and act as other characters (e.g. a princess or hero) to film short videos such as an interview.

YEAR 1

Year 1 students have been exploring how data is all around us. They have been working on graphs such as pictographs and bar graps using digial technology. In media, students will be creating picture stories.


YEAR 2 AND 3

Year 2 and 3 students have been learning about online safety, and learning the skills to plan, film and edit their own short films. Some examples are a drawing or Minecraft video where students teach others how to draw or build a house. In Media, students will learn about photography.

YEAR 4

In Year 4, students have been researching and designing their own app by using design theory. In media, year 4 students will be exploring photography as well as photography techniques.
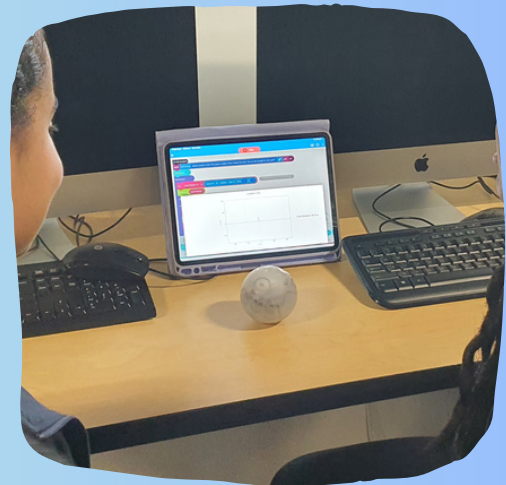

YEAR 5 AND 6

Our Year 5 and 6s have begun an exciting new unit all around App design. They have begun by learning about User Interface (UI) and User eXperience (UX). They have been able to design wireframes, user flow and comment on accessibility and inclusivity in app design.
In Media, student will continue this app work by creating the apps using their design theory knowledge.

MEET THE TEACHERS

Hugh Wilson
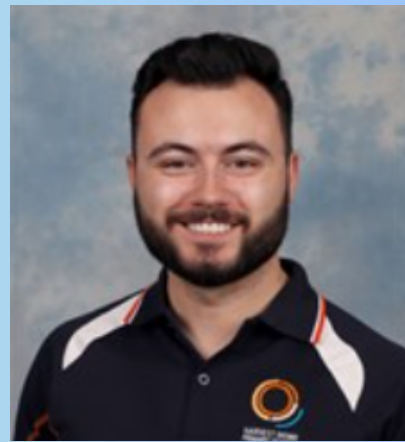
Paul Di Pietro

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

Grok Academy is a self-directed learning course that teaches a variety of 21st Century Concepts in a fun and engaging way.

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.