

THINKING MADE VISUAL...

IDEATE & RESEARCH

- learn about the design thinking process
- ideate possible STEM project ideas based on known real-world problems
- create a project outline, including your inquiry question
- conduct research into your chosen design idea using a range of resources, including relevant experts

ASSESSMENT 1 (25%)

Project Pitch

Due: Term 1, Week 6

Outcomes: 1, 2, 3

These projects will see students selecting a STEM area of interest and designing a solution to a real-world problem relevant to that area of interest.

PROTOTYPE & REFINE

- plan and create a prototype/draft of your design solution
- seek feedback from mentors and refine your product based on suggestions

ASSESSMENT 2 (25%)

Progress Meeting

Due: Term 2, Week 7

Outcomes: 3, 4, 5

EXHIBIT

- design an engaging exhibit to showcase your final solution to a public audience

ASSESSMENT 3 (50%)

Product & Exhibit

Due: Term 3, Week 8 & 10

Outcomes: 2, 3, 6, 7