



# The Duke Of York Bronze Award 5 Day School Workshop Programme

A 5 day STEM themed workshop experience for young people aged 9-16 years, resulting in successful participants earning The Duke Of York Bronze Award.



iDEA is a digital and enterprise version of The Duke of Edinburgh Award in which participants complete a series of challenges to achieve an award at Bronze, Silver or Gold level. For every new skill and learning experience mastered, iDEA participants gain a digital badge worth a number of points. When sufficient points have been accumulated, participants are then awarded their Bronze, Silver or Gold The Duke of York Award.

The iDEA programme is free for all to engage with online and Tablet Academy have developed a complementary 5 day workshop experience accredited by iDEA, in which young people aged 9-14 years can participate in a series of hands-on STEM (Science, Technology, Engineering and Mathematics) themed activities.

By combining the Tablet Academy's engaging teacher-led activities with the online badges, successful participants will be awarded their Duke of York Bronze Award by the end of the 5th day of workshops.



## £100 per student

- The 5 days can be delivered as 5 consecutive days or spread throughout an academic year.
- Minimum 20 participants – Maximum 30 participants. Content may vary.
- All required equipment can be provided. It is however beneficial if the venue can provide access to computers with internet access or at a minimum access to a reliable Wi-Fi.
- Parents/Carers are welcome to attend the presentation to see their child receive their Bronze Award at 2:30pm on the final day of the programme. Participants will receive a personalised and accredited Record of Achievement on the day and their Certificate will be despatched to their home from Buckingham Palace a few weeks later.
- Price excludes VAT.



# 5 Day Workshop Timetable

## Day 1: Maker Day (Programming and Computing)

Time	Activity	Detail	DoY Outcome
9.00	Icebreakers - Getting to know the group	Participants will play a selection of team building games including programming without computers and catch the ticking bomb game with Sphero.	
9.30	Introduction to the Duke of York iDEA Programme (Inspiring Digital Enterprise Award)	Participants will register on the free online platform and will redeem a participation badge before completing the Animation online badge.	12 points, 2 badges.
10.30	Break		
10.50	Programming with Robots	Participants will learn how to code through programming robots designed for learning.	
12.00	Lunch		
12.40	The theory of programming - iDEA Coding Solutions Badge	Participants will complete their next iDEA badge learning the theory behind programming.	10 point badge
13.00	Robot challenges	Once the participants have mastered the basics they will face a number of robotic challenges designed to test their programming skills.	20 point badge
13.50	Break		
14.00	Robot challenges (continued)		
15.00	End of day	By the end of the first day the participants will have earned 44 points towards their Duke of York Bronze Award and gained an understanding in how to program robotics.	44 points earned in Maker category

## Day 2: Citizen Day (Cyber Security and E-Safety)

Time	Activity	Detail	DoY Outcome
9.00	Icebreakers	Participants will take part in games based activities focused on introducing e-safety and cyber security themes.	
9.20	Introduction to Cyber Safety	Participants will complete their next iDEA badge introducing E-safety and Online Etiquette.	10 points
9.45	Cyber Security Challenge	Based on a workshop developed with the government's Cyber Security Challenge UK, participants will have to solve a range cryptic puzzles to stop a global cyber-attack.	20 points
10.30	Break		
10.50	Cyber Security Challenge (cont)		
12.00	Lunch		
12.40	Understanding how to stay safe online and the foundations of cyber security	Participants will complete 2 iDEA badges focused on Cyber Security (Cyber Spies badge) and E-Safety (Safe Online badge).	20 points
13.50	Break		
14.00	Final Cyber Challenge	Participants will compete to solve a cyber-crime in the quickest time. The purpose of this activity is to highlight how cyber criminals operate so the young people involved can learn how to protect themselves online.	
15.00	End of day	By the end of the second day participants will have earned 50 points towards their Duke of York Bronze Award and an understanding of how to stay safe online.	50 points earned in Citizen category

## Day 3: Worker Day (STEM, Internet of Things and Minecraft)

Time	Activity	Detail	DoY Outcome
9.00	Building working circuits with BRIXO conductive bricks	Participants will learn how to build working machines out of LEGO by combining the plastic elements with BRIXO conductive bricks.	
10.00	Introduction to the Internet of Things	Participants will complete their next iDEA badge introducing them to the Internet of things.	8 points
10.30	Break		
10.50	Introduction to building circuits in Minecraft	Minecraft Redstone works in a similar way to BRIXO conductive bricks only now participants can build and program elements in a safe virtual environment.	
12.00	Lunch		
12.40	Understanding User Interfaces	Participants will complete their next iDEA badge in order to gain an understanding of how to create user friendly interfaces.	10 points
13.10	Brioxo Logic Gates	Participants will return to the building bricks to build working Logic Gates using Brioxo.	20 points
13.50	Break		
14.00	Advanced Minecraft	Now the participants know the theory behind the internet of things and building working circuits, they'll face a final challenge using advanced Minecraft techniques.	
15.00	End of day	By the end of the third day participants will have earned 38 points towards their Duke of York Bronze Award and an understanding of the Internet of Things and building circuits.	38 points earned in Worker category

## Day 4: Entrepreneur Day (Design, Prototype and Business)

Time	Activity	Detail	DoY Outcome
9.00	Introduction to the BBC micro:bit.	Participants learn how to programme a pocket sized computer.	
9.40	How to 'make' things work in the digital world	Participants will complete the iDEA jQuery badge to gain an understanding of how to start working with code to make things happen.	15 points
10.10	Break		
10.30	Introducing the Dragons Den Challenge	Participants are introduced to the challenge of the day, 'Designing, Prototyping and Selling Wearable Technology'.	
10.45	iDEA Innovation Badge	To support the design process, participants begin by completing the iDEA Innovation badge.	8 points
11.00	The Dragons Den Challenge begins	Participants work in teams to design a wearable technology.	
12.00	Lunch		
12.40	The Dragons' Den Challenge (continued)	Once designed the participants create and program their innovative creation.	
13.30	iDEA Social Selling Badge	Participants complete the Social Selling Badge on the iDEA platform to prepare them for the next task. Persuading Dragons to invest in their ideas.	10 points
13.50	Break		
14.00	Pitching to the Dragons Den	Participants prepare and deliver a pitch their idea to Dragons.	15 points
15.00	End of day	By the end of the fourth day participants will have earned 48 points towards their Duke of York Bronze Award and an understanding of how the design, prototype and pitch process works.	33 points in Entrepreneur and 15 points in Maker category

## Day 5: iDEA Day (Virtual Reality and Digital Skills including Ethics)

Time	Activity	Detail	DoY Outcome
9.00	Virtual Reality Activity	Participants will engage in a range of virtual reality content to solve a number of puzzles.	
9.45	iDEA Virtual Reality Badge	Participants will gain a more in-depth oversight in the field of Virtual Reality by completing the iDEA Virtual Reality Badge.	8 points (Maker)
10.00	Creating your own Virtual Reality Spaces	Participants will learn how to create and test a fully immersive virtual environment.	15 points (Maker)
10.30	Break		
10.50	Creating your own Virtual Reality Spaces (continued)		
11.40	iDEA Digital Ethics Badge	Having learnt a range of new digital skills during the week, participants will complete their iDEA Digital Ethics badge to help them understand some of the problems and challenges of the digital world.	8 Points (Citizen)
12.00	Lunch		
13.00	iDEA Badges	Participants will have the opportunity to choose iDEA badges which interest them in order to gain the final 40 points needed to reach 250 points.	40 Points (mixed)
13.50	Break		
14.00	iDEA Badges (continued)		
14.30	Presentation	Participants are presented with their Duke of York Bronze Award. Parents and carers are welcome to attend the presentation.	
15.00	End of day	By the end of the fifth day participants will have earned an additional 71 points which when added to the points earned on the previous days will result in all participants receiving the Duke of York Bronze Award.	71 points earned in mixed categories

### Further Questions

If you have any questions or would like to arrange the iDEA 5 day programme for your institution please call 01952 567450 or email [info@tablet-academy.com](mailto:info@tablet-academy.com).

### Holiday Programmes

The 5 day programme can also be delivered during school holidays. This would involve your institution providing access to the venue and supporting the marketing of the programme to the parents/carers of children within your region. The fee is covered by the parents/carers and a percentage of the profit can be shared with your organisation.

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