The Duke Of York Bronze Award
5 Day 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.

£120 per participant

- Workshop content may vary but will follow the themes of the Duke of York Award.
- All required equipment will be provided.
- Parents/Carers are asked to drop off and collect their child at the scheduled time.
- No refunds are available if a participant fails to attend any workshop.
- Failure to attend a workshop will affect the likelyhood of a participant achieving their Bronze Award.
- Lunch and refreshments are not included. Participants must bring their own food and drink.
- 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 is inclusive of VAT. Payment is required in full at the beginning of the programme.
- Full terms and conditions are available at time of booking or upon request.

www.tablet-academy.com

5 Day Workshop Timetable

Day 1: Maker Day (Programming and Computing)

Activity	Detail	DoY Outcome
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.	
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.
Break		
Programming with Robots	Participants will learn how to code through programming robots designed for learning.	
Lunch		
The theory of programming - iDEA Coding Solutions Badge	Participants will complete their next iDEA badge learning the theory behind programming.	10 point badge
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
Break		
Robot challenges (continued)		
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)

Activity	Detail	DoY Outcome
Icebreakers	Participants will take part in games based activities focused on introducing e-safety and cyber security themes.	
Introduction to Cyber Safety	Participants will complete their next iDEA badge introducing E-safety and Online Etiquette.	10 points
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
Break		
Cyber Security Challenge (cont)		
Lunch		
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
Break		
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.	
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)

Activity	Detail	DoY Outcome
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.	
Introduction to the Internet of Things	Participants will complete their next iDEA badge introducing them to the Internet of things.	8 points
Break		
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.	
Lunch		
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
Brixo Logic Gates	Participants will return to the building bricks to build working Logic Gates using Brixo.	20 points
Break		
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.	
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)

Activity	Detail	DoY Outcome
Introduction to the BBC micro:bit.	Participants learn how to programme a pocket sized computer.	
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
Break		
Introducing the Dragons Den Challenge	Participants are introduced to the challenge of the day, 'Designing, Prototyping and Selling Wearable Technology'.	
iDEA Innovation Badge	To support the design process, participants begin by completing the iDEA Innovation badge.	8 points
The Dragons Den Challenge begins	Participants work in teams to design a wearable technology.	
Lunch		
The Dragons' Den Challenge (continued)	Once designed the participants create and program their innovative creation.	
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
Break		
Pitching to the Dragons Den	Participants prepare and deliver a pitch their idea to Dragons.	15 points
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)

Activity	Detail	DoY Outcome
Virtual Reality Activity	Participants will engage in a range of virtual reality content to solve a number of puzzles.	
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)
Creating your own Virtual Reality Spaces	Participants will learn how to create and test a fully immersive virtual environment.	15 points (Maker)
Break		
Creating your own Virtual Reality Spaces (continued)		
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)
Lunch		
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)
Break		
iDEA Badges (continued)		
Presentation	Participants are presented with their Duke of York Bronze Award. Parents and carers are welcome to attend the presentation.	
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

Qualified Staff

All staff delivering the 5-day workshop programme are experienced and qualified educators who hold a current DBS check and relevant insurances.

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.

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