2025

Student Workshop Package

EDUCATION

www.ta.education

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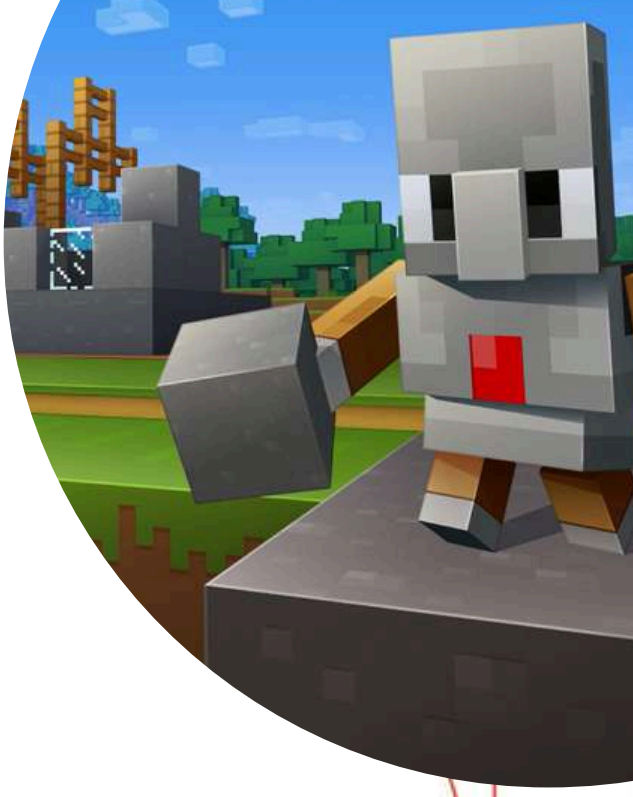


MINECRAFT EDUCATION WORKSHOP

Immerse your students in the virtual world of Minecraft: Education Edition in these educational focus workshops.

DESCRIPTION

Minecraft is a versatile tool that can be used to meet the needs of a wide range of curriculum subjects. Your students can embark on an adventure through a mixture of biomes they would be excited to write a creative story about. You can then send them into a science lab to take advantage of the chemistry package where they can put their knowledge to the tests. With Minecraft Education, you can also explore, curriculum links within Computer Science, Art, History, Physics, and plenty more.

AIMS & OBJECTIVES

- Creating an immersive environment to engage the students.
- Create an experiential learning experience to promote retention.
- Promoting teamwork.
- Promoting creativity while learning.

CURRICULUM

- Maths
- Biology
- Geography
- History
- Computing Science
- Physics
- And more...

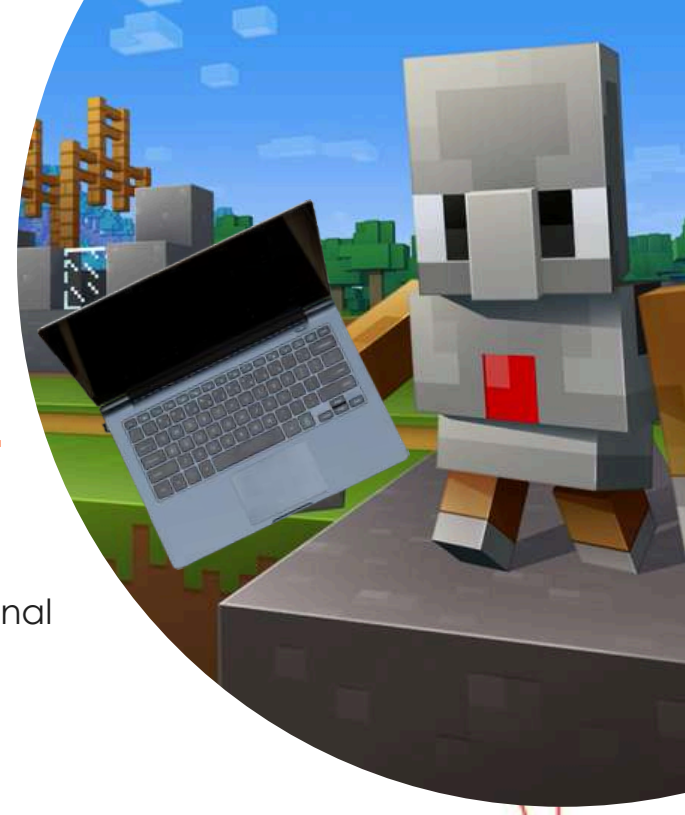
TECHNOLOGY

We provide:

- Windows devices
- Minecraft Education Edition software

You must provide:

- Classroom with large screen or projector



LEARNING HOW TO CODE WITH MINECRAFT

Immerse your students in the virtual world of Minecraft: Education Edition in these educational focus workshops.

DESCRIPTION

Minecraft is a versatile tool that can be used to meet the needs of a wide range of curriculum subjects. In this workshop, your students will have an introduction to coding with a blockly-based language. We have a variety of coding challenges, from making i rain chickens to building skyscrapers. We can fit this workshop to align with your students abilities and needs.

AIMS & OBJECTIVES

- Create an immersive environment to engage the students.
- Student to develop their knowledge of coding.
- Create an experiential learning experience to promote retention.
- Promoting creativity while learning.

CURRICULUM

- Computing Science

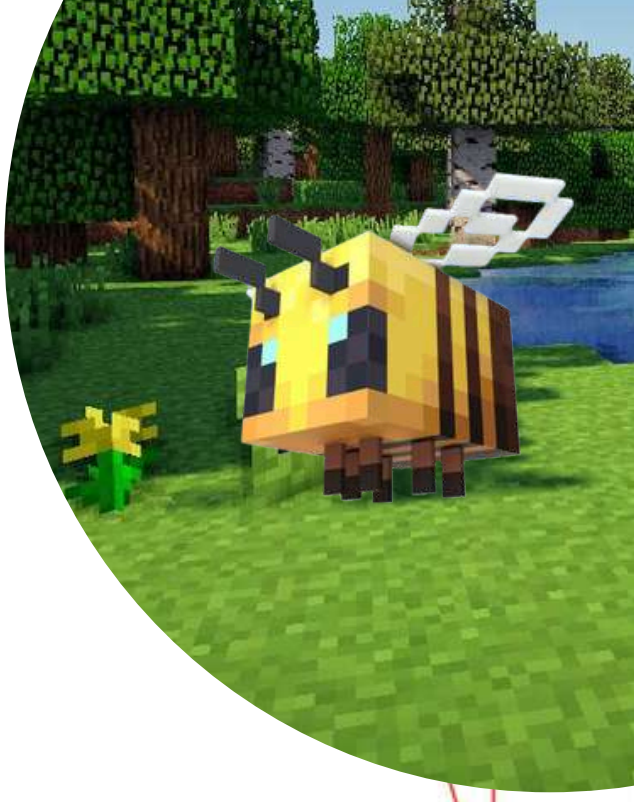
TECHNOLOGY

We provide:

- Windows devices
- Minecraft Education Edition software

You must provide:

- Classroom with large screen or projector



STUDYING BIOLOGY WITH MINECRAFT

Immerse your students in the virtual world of Minecraft: Education Edition in these educational focus workshops.

DESCRIPTION

Minecraft is a versatile tool that can be used to meet the needs of a wide range of curriculum subjects. In this workshop, the students will have the ability to learn more about Biology by exploring a purpose-built world. The subject topics within Biology can be defined before the delivery to ensure the workshop meets the class's needs.

AIMS & OBJECTIVES

- Create an immersive environment to engage the students.
- Create an experiential learning experience to promote retention.
- Student to develop their knowledge of Biology.
- Promoting creativity while learning.

CURRICULUM

- Biology
- Computing Science

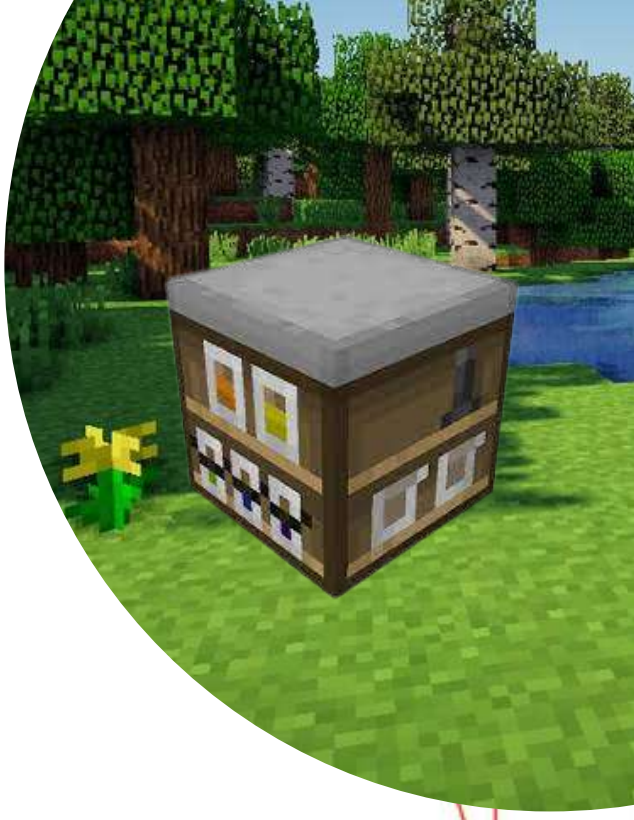
TECHNOLOGY

We provide:

- Windows devices
- Minecraft Education Edition software

You must provide:

- Classroom with large screen or projector



EXPLOSIVE CHEMISTRY LESSONS WITH MINECRAFT

Immerse your students in the virtual world of Minecraft: Education Edition in these educational focus workshops.

DESCRIPTION

Minecraft is a versatile tool that can be used to meet the needs of a wide range of curriculum subjects. In this workshop, the students will be set in a virtual science lab where they will be guided through various challenges to develop their knowledge of elements and compounds.

AIMS & OBJECTIVES

- Create an immersive environment to engage the students.
- Create an experiential learning experience to promote retention.
- Student to develop their knowledge of elements and compounds.
- Promoting creativity while learning.

CURRICULUM

- Chemistry
- Computing Science

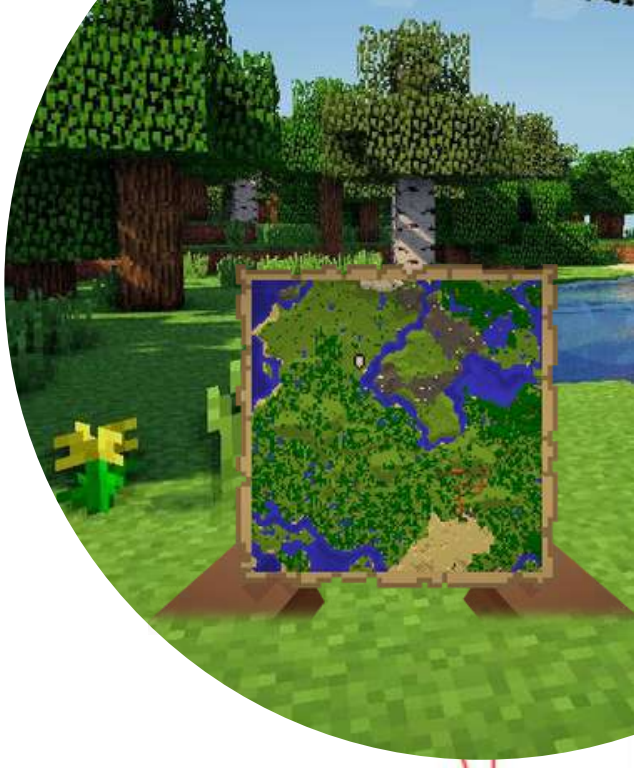
TECHNOLOGY

We provide:

- Windows devices
- Minecraft Education Edition software

You must provide:

- Classroom with large screen or projector



GEOGRAPHY LESSONS WITH MINECRAFT

Immerse your students in the virtual world of Minecraft: Education Edition in these educational focus workshops.

DESCRIPTION

Minecraft is a versatile tool that can be used to meet the needs of a wide range of curriculum subjects. In this workshop, your students will be exploring the virtual world of Minecraft navigating the landscapes while being set challenges that compliment the Geography curriculum.
Let us know if there are particular topics that you would like covering, and we can ensure the workshop focuses on the needs of your students.

AIMS & OBJECTIVES

- Create an immersive environment to engage the students.
- Create an experiential learning experience to promote retention.
- Student to develop their knowledge of Geography.
- Promoting creativity while learning.

CURRICULUM

- Geography
- Computing Science

TECHNOLOGY

We provide:

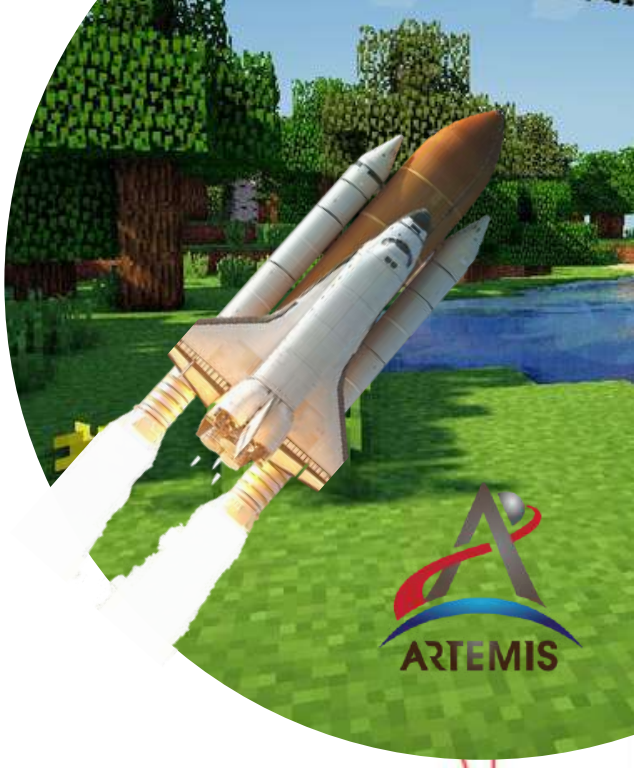
- Windows devices
- Minecraft Education Edition software

You must provide:

- Classroom with large screen or projector

SOAR THROUGH SPACE WITH MINECRAFT

Immerse your students in the virtual world of Minecraft: Education Edition in these educational focus workshops.



DESCRIPTION

Minecraft is a versatile tool that can be used to meet the needs of a wide range of curriculum subjects. In this workshop, your students will be exploring the virtual world of Minecraft and learning about the NASA Artemis programme. Choose from either:

A: "Artemis: Rocket build", where students will meet scientists and engineers to explore jet and rocket propulsion before designing and testing their own rocket design.

B: "Artemis: Return to the moon", where students will be challenged to code the Orion space capsule through exciting challenges on its way to the moon.

AIMS & OBJECTIVES

- Create an immersive environment to engage the students.
- Create an experiential learning experience to promote retention.
- Student to develop their knowledge of Space and the Artemis programme.
- Promoting creativity while learning.

CURRICULUM

- Science
- Design and Technology
- Maths
- Computing Science

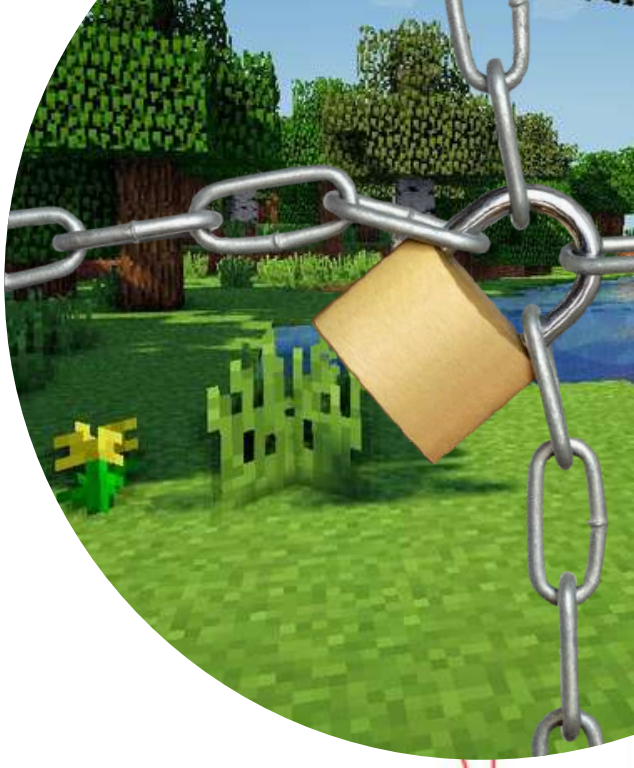
TECHNOLOGY

We provide:

- Windows devices
- Minecraft Education Edition software

You must provide:

- Classroom with large screen or projector



CYBER BREAKOUT CHALLENGE WITH MINECRAFT

Immerse your students in the virtual world of Minecraft: Education Edition in these educational focus workshops.

DESCRIPTION

Minecraft is a versatile tool that can be used to meet the needs of a wide range of curriculum subjects. In this workshop, your students will be challenged to complete a series of escape-room-style challenges whilst exploring the virtual world of Minecraft.

Focusing on cryptography, code-breaking, cyphers, and pattern analysis, the escape-room challenges will encourage students to embrace lateral thinking and an out-of-the-box approach as they work to escape an evil villain's lair.

AIMS & OBJECTIVES

- Create an immersive environment to engage the students.
- Create an experiential learning experience to promote retention.
- Student to develop their knowledge of cryptography, ciphers, and code-breaking.
- Promoting creativity while learning.

CURRICULUM

- Maths
- Science
- Design and Technology
- Computing Science

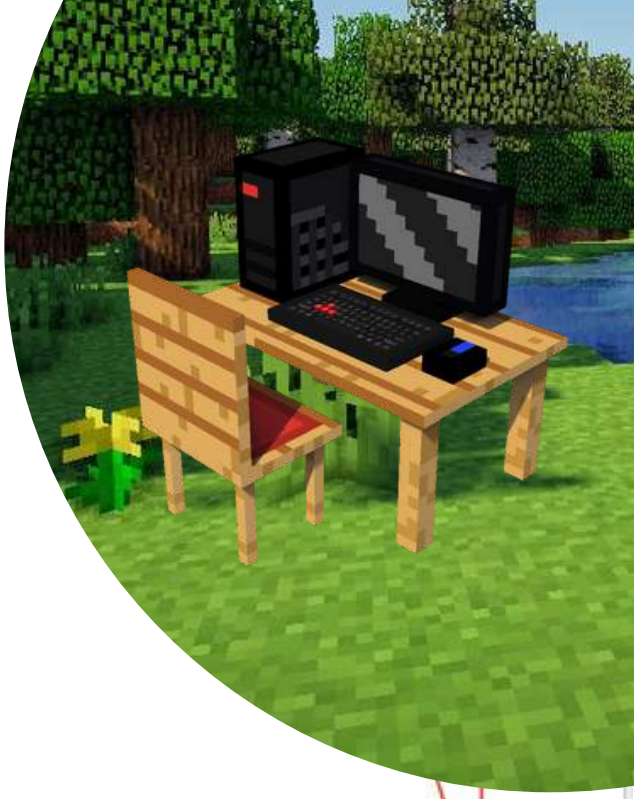
TECHNOLOGY

We provide:

- Windows devices
- Minecraft Education Edition software

You must provide:

- Classroom with large screen or projector



STAYING SAFE ONLINE WITH MINECRAFT

Immerse your students in the virtual world of Minecraft: Education Edition in these educational focus workshops.

DESCRIPTION

Minecraft is a versatile tool that can be used to meet the needs of a wide range of curriculum subjects. In this workshop, your students will explore the worlds of Cyber Safety and Security.

- Cyber Safe (Age 7-11) - Equip younger students with cyber and digital safety skills.
- Cyber Fundamentals (Age 10-14) - A comprehensive exploration of digital citizenship and cybersecurity concepts.
- Cyber Expert (Age 13-18) - Go deeper into cybersecurity and build digital fluency and cyber skills with topics like encryption and social engineering.

AIMS & OBJECTIVES

- Create an immersive environment to engage the students.
- Create an experiential learning experience to promote retention.
- The students develop their knowledge of computer science, safe online conduct and cyber security.
- Promoting creativity while learning.

CURRICULUM

- Cyber Security
- Cyber Safety
- Computing Science

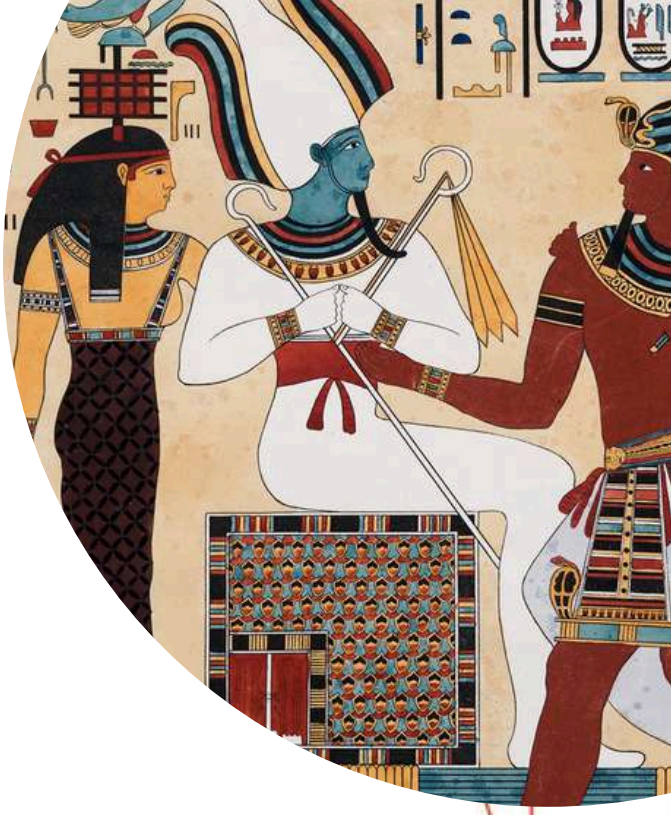
TECHNOLOGY

We provide:

- Windows devices
- Minecraft Education Edition software

You must provide:

- Classroom with large screen or projector



VIRTUAL REALITY - ANCIENT EGYPTIANS

Virtual reality is an incredible tool to immerse your students in an environment where they can create experiential learning without leaving the classroom.

DESCRIPTION

Through the magic of virtual reality, students can explore ancient tombs and meet the gods and goddesses worshipped by the ancient Egyptians. Along the way, students will learn about the history, culture, and daily life of one of the fascinating civilizations in human history. Led by expert educators and utilizing the latest in virtual reality technology, this workshop promises an engaging and unforgettable learning experience for students of all ages.

AIMS & OBJECTIVES

- Create an immersive environment to engage the students.
- Student to develop their knowledge in on ancient civilations.
- Create an experiential learning experience to promote retention.
- Promoting the use of educational technology.

CURRICULUM

- Ancient Civilizations

TECHNOLOGY

We provide:

- ClassVR Headsets

You must provide:

- Classroom with large screen or projector

VIRTUAL REALITY - ROMANS

Virtual reality is an incredible tool to immerse your students in an environment where they can create experiential learning without leaving the classroom.

DESCRIPTION

In this immersive experience, students will be transported back in time to explore the ancient city of Rome and learn about the daily life of the citizens. Led by expert educators using the latest VR technology, this workshop is designed to bring the potent history of the Roman Empire to life, giving students a chance to see and experience the world of the Romans in a whole new way without leaving the classroom.

AIMS & OBJECTIVES

- Create an immersive environment to engage the students.
- Create an experiential learning experience to promote retention.
- Student to develop their knowledge in on ancient civilations.
- Promoting the use of educational technology.

CURRICULUM

- Ancient Civilizations

TECHNOLOGY

We provide:

- ClassVR Headsets

You must provide:

- Classroom with large screen or projector

VIRTUAL REALITY - ANCIENT GREECE

Virtual reality is an incredible tool to immerse your students in an environment where they can create experiential learning without leaving the classroom.

DESCRIPTION

Our Virtual Reality workshop on ancient Greece is a fun and immersive educational experience that allows students to travel back in time and explore the culture, history, and architecture of one of the world's most renowned civilizations. Along the way, they will learn about the Greek gods and mythology, philosophy, art, and democracy that shaped this great civilization.

AIMS & OBJECTIVES

- Create an immersive environment to engage the students.
- Create an experiential learning experience to promote retention.
- The student to develop their knowledge of ancient civiliasations
- Promoting the use of educational technology.

CURRICULUM

- Ancient Civilizations

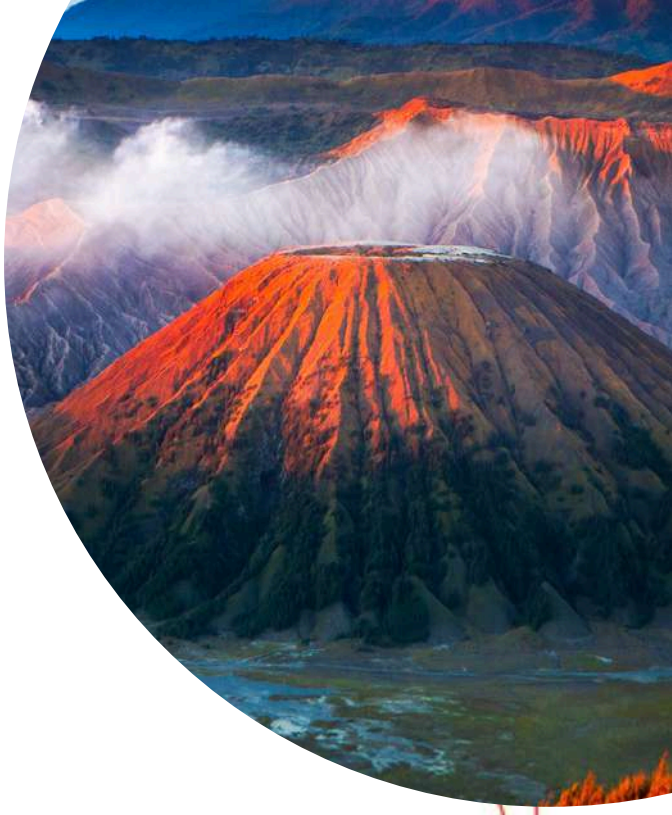
TECHNOLOGY

We provide:

- ClassVR Headsets

You must provide:

- Classroom with large screen or projector



VIRTUAL REALITY - VOLCANOES

Virtual reality is an incredible tool to immerse your students in an environment where they can create experiential learning without leaving the classroom.

DESCRIPTION

Using VR, students will be transported to volcanic landscapes and thoroughly understand how volcanoes form their different types, and their impact on the environment. This workshop is perfect for schools looking to provide students with a unique and interactive learning experience.

AIMS & OBJECTIVES

- Create an immersive environment to engage the students.
- Create an experiential learning experience to promote retention.
- The student to develop their knowledge of volcanoes.
- Promoting the use of educational technology.

CURRICULUM

- Geography - Volcanoes

TECHNOLOGY

We provide:

- ClassVR Headsets

You must provide:

- Classroom with large screen or projector

VIRTUAL REALITY - SPACE

Virtual reality is an incredible tool to immerse your students in an environment where they can create experiential learning without leaving the classroom.

DESCRIPTION

Our Virtual Reality workshop on space is a captivating and immersive educational experience that takes students on a journey through our solar system and beyond. Using VR, students will explore celestial bodies like stars, planets, and moons. Our expert facilitators will guide students through this interactive journey, encouraging questions and inquiries to deepen their understanding of space exploration.

AIMS & OBJECTIVES

- Create an immersive environment to engage the students.
- Create an experiential learning experience to promote retention.
- The student to develop their knowledge of Space and Solar Systems
- Promoting the use of educational technology.

CURRICULUM

- Space and Solar Systems

TECHNOLOGY

We provide:

- ClassVR Headsets

You must provide:

- Classroom with large screen or projector

VIRTUAL REALITY - WORLD WAR 1 & 2

Virtual reality is an incredible tool to immerse your students in an environment where they can create experiential learning without leaving the classroom.

DESCRIPTION

Our Virtual Reality workshop on the World Wars is an insightful and educational experience that transports students to the battlefields of World War I and II using advanced VR technology. Students will learn about the causes and consequences of these wars and understand their impact on society. With our knowledgeable facilitators, students will understand the conflict in-depth through interactive discussions.

AIMS & OBJECTIVES

- Create an immersive environment to engage the students.
- Create an experiential learning experience to promote retention.
- The student to develop their knowledge of World Wars 1 & 2.
- Promoting the use of educational technology.

CURRICULUM

- The history of World War 1 & 2.

TECHNOLOGY

We provide:

- ClassVR Headsets

You must provide:

- Classroom with large screen or projector

VIRTUAL REALITY - FAMOUS MOUNTAINS

Virtual reality is an incredible tool to immerse your students in an environment where they can create experiential learning without leaving the classroom.

DESCRIPTION

Our Virtual Reality workshop on famous mountains is an exciting and educational experience that takes students on a thrilling journey to some of the world's most beautiful and awe-inspiring peaks. Students can experience these natural wonders in stunning detail, from the peaks of Mount Everest to the majestic Alps.

AIMS & OBJECTIVES

- Create an immersive environment to engage the students.
- The student to develop their knowledge of Mountains.
- Create an experiential learning experience to promote retention.
- Promoting the use of educational technology.

CURRICULUM

- Geography

TECHNOLOGY

We provide:

- ClassVR Headsets

You must provide:

- Classroom with large screen or projector

VIRTUAL REALITY - THE HUMAN BODY

Virtual reality is an incredible tool to immerse your students in an environment where they can create experiential learning without leaving the classroom.

DESCRIPTION

Using state-of-the-art Virtual Reality technology, students can explore the insides of the human body. Students will learn about the body's different systems, including the circulatory, respiratory, digestive and nervous systems, while better understanding how they all work together to maintain the body's health. This workshop is perfect for schools looking to provide students with a unique and interactive learning experience to deepen their understanding of the human body and enhance their scientific literacy.

AIMS & OBJECTIVES

- Create an immersive environment to engage the students.
- Create an experiential learning experience to promote retention.
- The student to develop their knowledge of the human body.
- Promoting the use of educational technology.

CURRICULUM

- Biology

TECHNOLOGY

We provide:

- ClassVR Headsets

You must provide:

- Classroom with large screen or projector

VIRTUAL REALITY - THE VIKINGS

Virtual reality is an incredible tool to immerse your students in an environment where they can create experiential learning without leaving the classroom.

DESCRIPTION

Our Virtual Reality workshop on the Vikings is an exciting and educational experience that takes students on a thrilling journey into Viking history. Students can experience the sounds and sights of a Viking battle, learn about the history of Jorvik (Modern-day York & Yorkshire), the Viking capital from 866 to 926, and Learn about notable historical Vikings such as Ivar the Boneless and his brother Halfdan Ragnarsson.

AIMS & OBJECTIVES

- Create an immersive environment to engage the students.
- Create an experiential learning experience to promote retention.
- Student will develop their knowledge of the Vikings.
- Promoting the use of educational technology.

CURRICULUM

- Geography
- History

TECHNOLOGY

We provide:

- ClassVR Headsets

You must provide:

- Classroom with large screen or projector

CYBER ATTACK - A CODE BREAKERS CHALLENGE

A code-breaking workshop where the students will have to overcome simple encryptions and deciphering challenges to stop a cyber attack.

DESCRIPTION

Your students will be set into teams to stop a cyber security attack affecting a UK owned satellite. Students will follow clues to uncover and decode a range of cyphers and observational challenges This will enable them to gain access to a laptop where students will be challenged to identify and enter the final password to stop the attack.

The workshop comes in various sizes and is aimed at years 5-9.

AIMS & OBJECTIVES

- Create an immersive environment to engage the students.
- Create an experiential learning experience to promote retention.
- Student to develop their knowledge of encryption and deciphering tools.
- Promoting team work and problem solving.

CURRICULUM

- Cryptography
- Simple Cyphers
- Resilience and Problem Solving
- Logical Processing Skills
- Observational Skills

TECHNOLOGY

We provide:

- Windows devices
- Evidence packs containing all content required for the session
- Briefcase containing the master device

You must provide:

- Classroom with large screen or projector

E-SAFETY WORKSHOP

Our E-safety workshop is an important and educational experience designed to promote safe and responsible use of technology among students.

DESCRIPTION

This interactive workshop will help students navigate the online world with greater awareness and mindfulness, empowering them to make informed choices about what they share and with whom. Our expert facilitators will provide fun and engaging exercises, activities, and discussions to raise awareness of common online risks such as cyberbullying, online predators, and inappropriate content. The workshop aims to provide students with the skills and support necessary to stay safe while exploring the virtual world. This E-safety workshop is a vital addition to any school's toolkit and is perfect for promoting safe and ethical technology use among students.

AIMS & OBJECTIVES

- To promote awareness of the dangers of online.
- To promote safe practices online.
- Create an experiential learning experience to promote retention.
- Promoting the use of educational technology.

CURRICULUM

- Computing
- E-Safety

TECHNOLOGY

We provide:

- Windows Devices

You must provide the following:

- Classroom with large screen or projector

INTRODUCING GENERATIVE AI

Dive into the future of creativity with generative AI, empowering students to generate unique artworks, music, and stories, unleashing their imagination through innovative algorithms and technology.

DESCRIPTION

In this 2 hr session, students delve into the world of generative AI. We start by learning about AI, machine learning, and the domains of AI before getting stuck into the first interactive element. Students will build a sentiment analysis model before moving on to learn about generative AI. Students will then go on to experiment with algorithms and different prompts to craft unique artworks, music, and stories. Guided by expert facilitators, students explore the intersection of technology and creativity, gaining hands-on experience and sparking their imagination.

AIMS & OBJECTIVES

- Create an immersive environment to engage the students.
- Create an experiential learning experience to promote retention.
- Student to develop their knowledge of Generative AI, Big Data, Machine Learning and Algorithms.
- Promoting creativity while learning.

CURRICULUM

- Art
- Music
- English
- Computing Science

TECHNOLOGY

We provide:

- Windows devices
- Generative AI Software
- Additional resources and worksheets

You must provide:

- Classroom with large screen or projector

DISCOVERING AI: A STUDENTS GUIDE TO THE FUTURE

Our Discovering AI workshop is a fascinating and interactive educational experience designed to introduce students to the concept of Artificial Intelligence (AI).

DESCRIPTION

The workshop is an engaging and thought-provoking introduction to the world of AI and how it has developed into a crucial component of modern technology. Students will learn about the fundamentals of Machine Learning and Natural Language Processing (NLP) and understand how computers are able to learn, recognise patterns, and make decisions. The workshop is relevant and accessible to students of all skill levels and aims to inspire them about AI's potential for enhancing our lives. This workshop is perfect for schools looking to provide a platform for students to discuss the ethical implications of AI as well as inspire them with real-world applications and potential future developments.

AIMS & OBJECTIVES

- To promote knowledge of Artificial Intelligence
- To engage the students and excite them about computing science
- Create an experiential learning experience to promote retention.
- Promoting the use of educational technology.

CURRICULUM

- Computing

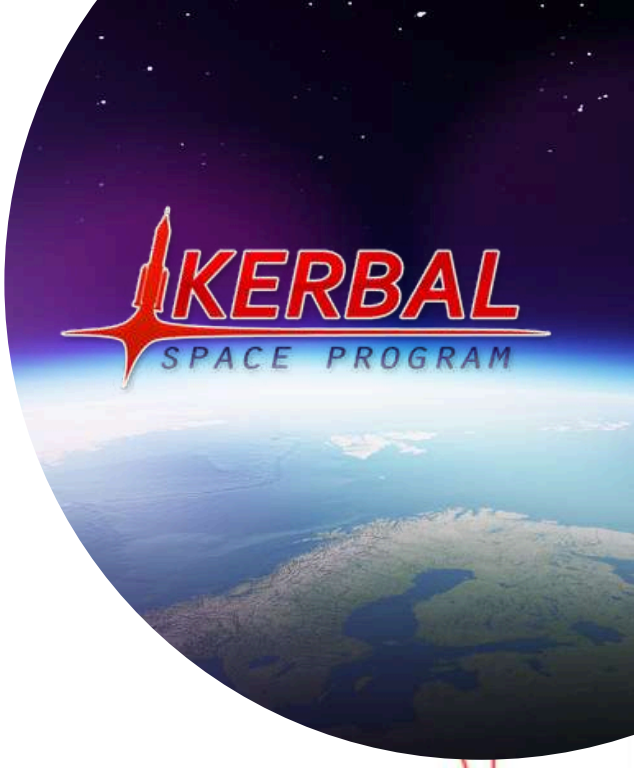
TECHNOLOGY

We provide:

- Windows Devices, if required

You must provide the following:

- Classroom with large screen or projector
- A computer suite or classroom with devices (Optional)



LAUNCH INTO SPACE WITH KERBAL SPACE PROGRAM

Kerbal Space Program is a sandbox style, educational program, enabling students to take charge of the space program for the alien race known as the Kerbals.

DESCRIPTION

Race to the Kerman line: Students will be given access to a limited selection of parts in order to assemble fully functional spacecraft that fly (or don't) based on realistic aerodynamic and orbital physics. They will be challenged to build a craft capable of reaching the Kerman line by collecting science, unlocking new components and bootstrapping their way to space.

AIMS & OBJECTIVES

- Create an immersive environment to engage the students.
- Create an experiential learning experience to promote retention.
- Student to develop their knowledge of physics, earth sciences, engineering and the design process.
- Promoting creativity while learning.

CURRICULUM

- Physics
- Chemistry
- Maths
- Computing Science

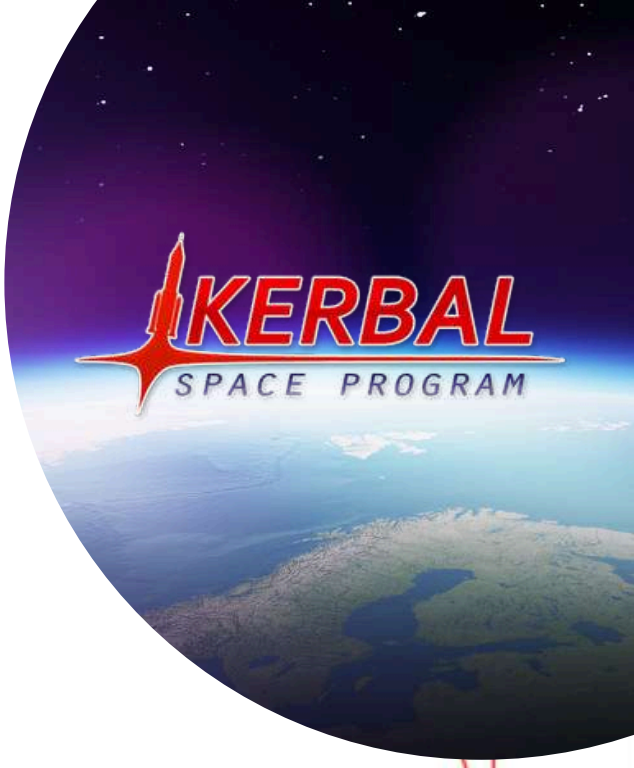
TECHNOLOGY

We provide:

- Windows devices
- Kerbal Space Program Software

You must provide:

- Classroom with large screen or projector



REACHING ORBIT WITH KERBAL SPACE PROGRAM

Kerbal Space Program is a sandbox style, educational program, enabling students to take charge of the space program for the alien race known as the Kerbals.

DESCRIPTION

Satellite Launch - Students will be given access to a limited selection of parts in order to assemble fully functional spacecraft that fly (or don't) based on realistic aerodynamic and orbital physics. They will be challenged to build a craft capable of inserting a satellite into orbit by collecting science, unlocking new components and bootstrapping their way to space, and onward to a stable orbit.

AIMS & OBJECTIVES

- Create an immersive environment to engage the students.
- Create an experiential learning experience to promote retention.
- Student to develop their knowledge of physics, earth sciences, engineering and the design process.
- Promoting creativity while learning.

CURRICULUM

- Physics
- Chemistry
- Maths
- Computing Science

TECHNOLOGY

We provide:

- Windows devices
- Kerbal Space Program Software

You must provide:

- Classroom with large screen or projector

LEARN TO FLY WITH SIMPLE PLANES

Simple Planes is a sandbox style, educational program, enabling students to design, build, test and fly their own creations in an accurately simulated aerial environment.

DESCRIPTION

During the session, students will learn the theory of flight before building their first aircraft. Having learnt about the Centers of Thrust, Pressure, and Mass, students will have to apply the theory of flight to design an aircraft capable of achieving stable flight. Whether students choose a conventional, swept, Delta or a flying wing design, they will need to select appropriate undercarriage, engines, and flying controls to design an aircraft that can take off, fly a short circuit, and land safely without undergoing rapid, unscheduled, disassembly!

AIMS & OBJECTIVES

- Create an immersive environment to engage the students.
- Create an experiential learning experience to promote retention.
- Student to develop their knowledge of flight physics and engineering design.
- Promoting creativity while learning.

CURRICULUM

- Physics
- Maths
- Engineering
- Computing Science

TECHNOLOGY

We provide:

- Windows devices
- Simple Planes Software

You must provide:

- Classroom with large screen or projector

FLY A MISSION WITH SIMPLE PLANES

Simple Planes is a sandbox style, educational program, enabling students to design, build, test and fly their own creations in an accurately simulated aerial environment.

DESCRIPTION

During the session, students will learn the theory of flight before building their first aircraft and flying their first mission. Having learnt about the Centers of Thrust, Pressure, and Mass, students will have to apply the theory of flight to design an aircraft capable of achieving stable flight. After proving their design credentials by flying a short flight circuit, they will be challenged to fly a series of reconnaissance missions around the region, visiting a dormant volcano, an icy archipelago and a desert temple culture.

AIMS & OBJECTIVES

- Create an immersive environment to engage the students.
- Create an experiential learning experience to promote retention.
- Student to develop their knowledge of flight physics and engineering design.
- Promoting creativity while learning.

CURRICULUM

- Physics
- Maths
- Engineering
- Computing Science

TECHNOLOGY

We provide:

- Windows devices
- Simple Planes Software

You must provide:

- Classroom with large screen or projector

LEGO EDUCATION WORKSHOP

Our LEGO Education workshop offers students an opportunity to explore STEM concepts, coding, robotics, and engineering through the use of LEGO Spike Prime sets.

DESCRIPTION

During the workshop, students will use the Spike Prime Set to create various robotic mechanisms, such as a self-driving car, and learn to code their robot to execute these tasks. The workshop is designed to be fun, interactive, and accessible to students of all learning abilities and skill levels. Students will get the chance to explore hands-on activities that use innovative technologies and work in teams to build a range of robots. It's perfect for schools looking to provide a stimulating and engaging learning experience that will help students develop the skills necessary to thrive in today's tech-driven world.

AIMS & OBJECTIVES

- To promote knowledge of coding.
- To engage the students and excite them about computing science.
- Create an experiential learning experience to promote retention.
- Promoting the use of educational technology.

CURRICULUM

- Computing

TECHNOLOGY

We provide:

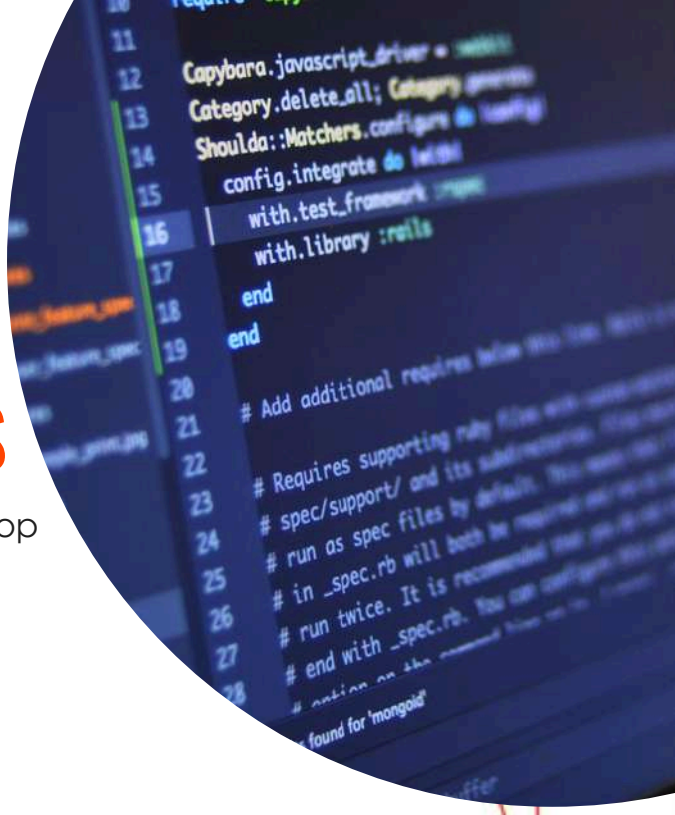
- Windows Devices
- LEGO Spike Primes

You must provide the following:

- Classroom with large screen or projector

INTRODUCTION TO CODING WITH ROBOTICS

Our Introduction to Coding with Robotics workshop is an exciting hands-on experience to introduce school students to coding and robotics.



DESCRIPTION

Through this workshop, students will develop coding skills and learn to apply them in a robotics context. Students will use programmable robots and age-appropriate coding platforms to engage in interactive activities that encourage problem-solving, logical thinking, and creativity. By the end of the workshop, students will have gained a solid understanding of coding and have experienced the thrill of bringing their instructions to life through robotics. This workshop is perfect for schools looking to foster students' computational thinking skills, boost their confidence in coding, and ignite their passion for robotics and technology.

AIMS & OBJECTIVES

- To promote knowledge of the theory flight.
- To promote the knowledge of coding and drone flight.
- Create an experiential learning experience to promote retention.
- Promoting the use of educational technology.

CURRICULUM

- Computing
- Physics
- Maths

TECHNOLOGY

We provide:

- Devices
- Robotics

You must provide the following:

- Classroom with large screen or projector
- A large classroom space

COMPUTING WITH SEND

Our Computing with SEND workshop is designed for students who have special educational needs and disabilities (SEND).

DESCRIPTION

This interactive workshop will provide a safe, supportive environment for students to explore and develop computing skills tailored to their needs. The facilitated program will focus on fundamental computing concepts such as coding and assistive technology in a way that is accessible and inclusive for all students. Experienced facilitators will provide hands-on support to students throughout the session to help them gain confidence in their abilities and gain valuable experience working with technology. This workshop aims to help students build important skills, improve their digital literacy and have fun exploring technology on their terms.

AIMS & OBJECTIVES

- Create an inclusive environment to engage the students.
- Promote computing skills.
- Create an experiential learning experience to promote retention.
- Promoting the use of educational technology.

CURRICULUM

- Computing

TECHNOLOGY

We provide:

- iPads/Windows Devices
- Arts/Crafts if required
- Robotics

You must provide the following:

- Classroom with large screen or projector

BUILD FROM YOUR IMAGINATION WITH TINKERCAD

Dive into the world of 3D design with TinkerCAD, where students can bring their imaginative ideas to life, exploring the fascinating realm of digital creation through user-friendly and interactive modelling tools.

DESCRIPTION

In this dynamic hour-long session, students delve into the fundamentals of 3D design, mastering TinkerCAD's intuitive tools to craft unique creations. Through hands-on challenges, they hone problem-solving skills and showcase their innovative designs, fostering teamwork and digital literacy.

AIMS & OBJECTIVES

- Create an immersive environment to engage the students.
- Create an experiential learning experience to promote retention.
- The student to develop their knowledge of CAD/CAM.
- Promoting the use of educational technology.

CURRICULUM

- Computer Science
- Art
- Maths
- Graphic Design

TECHNOLOGY

We provide:

- Devices
- Temporary TinkerCAD accounts

You must provide:

- Classroom with large screen or projector

CLIMATE CHANGE WORKSHOP

Our Climate Change workshop is an informative and engaging experience designed to raise awareness among students about the effects of climate change on our planet.

DESCRIPTION

During the workshop, students will learn about the causes, impacts, and potential solutions to combat global warming, exploring a range of environmental concerns such as rising sea levels, ecosystem disruption, and weather changes. Our experienced facilitators will guide students through interactive sessions aimed unpack the science behind climate change while discussing its wider implications on society and the economy. This workshop aims to inspire students to consider practical steps to help reduce their carbon footprint, teach them to be eco-conscious and understand the importance of collective action in safeguarding our planet.

AIMS & OBJECTIVES

- To promote knowledge of Global Warming and Climate Change.
- Create an experiential learning experience to promote retention.
- To engage the students to become more eco-conscious.
- Promoting the use of educational technology.

CURRICULUM

- Geography

TECHNOLOGY

We provide:

- Windows Devices

You must provide the following:

- Classroom with large screen or projector

CREATE A MASTERPIECE WITH PAINT 3D

Dive into the vibrant world of creativity with Paint 3D, where students can transform their imaginative ideas into three-dimensional masterpieces, making learning engaging and interactive.

DESCRIPTION

Our Paint 3D workshop is an exciting and educational experience that takes students on a creative journey. Starting with 8 and 16-bit PIxel art, we look at the origins of digital art creation before making our way through digital 2D art, to modern 3D artwork creation techniques. The session concludes with students painting their choice of 3D models, either brush stroke by brush stroke, or by applying custom texture stamps, to create their own piece of 3D artwork.

AIMS & OBJECTIVES

- Create an immersive activity to engage the students.
- Create an experiential learning experience to promote retention.
- The student to develop their knowledge of art history and 3D art creation.
- Promoting the use of educational technology.

CURRICULUM

- Computer science
- Art

TECHNOLOGY

We provide:

- Laptop devices
- Paint 3D Software

You must provide:

- Classroom with large screen or projector

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