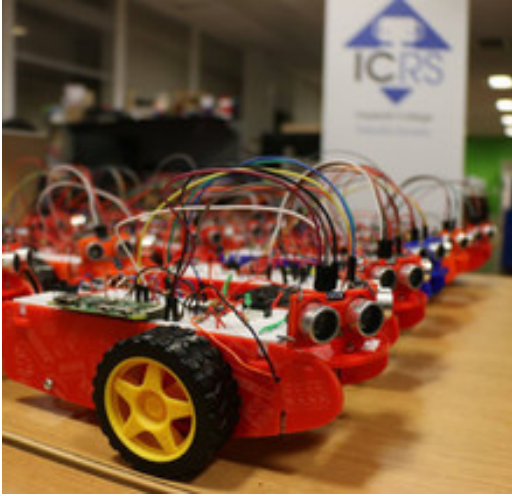


CLASSROOM INCURSIONS



A-MAZE-ING ROBOTS | GRADE 1-6 | 1 HOUR

Students will learn to code – yes, even at as young an age as Prep! This workshop will provide the opportunity for younger students to build the understanding of coding through their interaction with an autonomous obstacle avoidance robot. Through a heavily scaffolded and investigative approach, students will be part of an interactive roleplay activity as they explore how a computer must "feel", "think" and "act" in order to explain, and then code, the autonomous robot system.

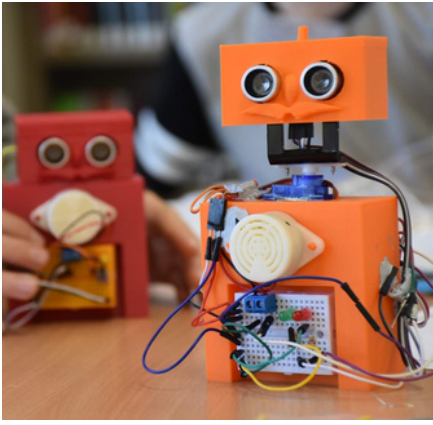
DISCOVER DRONE RACING! | GRADE 3-10 | 1 HOUR

Our long-standing, highly rated 'Discover Drones' workshop is an engaging experience for students of all ages. Students will learn about the real-world applications of drones before getting hands-on with them to learn to pilot a drone with our CASA-certified expert facilitators. After developing their piloting skills, students will then compete in small teams in a fast-paced aerial challenge to test themselves in a 'hot-lap' racing competition..



EXPLORE ELECTRONICS | GRADE 3-10 | 1 HOUR

This session will introduce students to the fundamentals of the electron phenomena we know as electricity before getting hands-on building circuits with the components and prototyping tools engineers use in the real world. These sessions are tailored to the skillset of the class to ensure an incredibly fun, hands-on and challenging experience for all students.



SPY GADGETS | GRADE 3-10 | 1 HOUR

This session will enable students to be inspired through the power of Arduino microcontrollers and their versatility in the domain of robotics. After an introduction to the technology of Arduino, students will get hands-on to build our famed ultrasonic "Spy Robot" to develop skills in integrating mechanical, electrical and software to create robotic systems.

BATTLEBOTS: WEAPON DESIGN | GRADE 3-10 | 1 HOUR

This workshop will introduce students to 3D printing and how this technology is rapidly transforming our world. This workshop will provide an incredibly engaging and hands-on approach to Design Thinking with a blend of technology and how 3D printing can contribute to the rapid prototyping stage that is so crucial for the innovation process.



THE ART OF AI | GRADE 3-10 | 1 HOUR

This session will have students delve deep into the ways in which artificial intelligence algorithms work to analyse data and draw insights for automating decisions for intelligent systems. Students will become the dataset for an interactive AI experiment before they will have the opportunity to use software to develop their own 'classifier' algorithm to aid a computer to learn, differentiate, and automate complex decisions in the field of agriculture.

INSPIRE AG-TECH | GRADE 3-10 | 1 HOUR

Learn how drones are being used by engineers to capture and analyse valuable information from the fields to transform Australian farming. Using software designed by agricultural researchers and machine vision specialist engineers, students are able to develop their own algorithm that can identify an object and track its movement. There is no other program in Australia that gives students as much of a genuine engineering experience as this!.

