

*Thanks for purchasing the April 2017 version of the Technologies Curriculum Resource.*

The Resource has been designed to support schools in planning for and enacting the Technologies Curriculum into their schools. These materials have been gathered from a wide variety of sources around Australia and the world and collated to make it easier for teachers and schools to do the thinking and resourcing for their programs. You can find further videos of Australian examples of what teachers and schools are doing on our [Youtube channel](#) and ever growing list of useful articles, resources and materials on our [STEAM and Coding in Schools Facebook page](#) or our [STEAM Scoop.it Page](#). We would like to thank all the teachers, schools, consultants and organisations involved in allowing us the use of these materials.

The materials are gathered under the following headings:

1. **CLWB Intuyu Workshop Materials** - this folder contains the pdf's and supporting materials for the Practical Steps to STEAM and Teaching Coding workshop that CLWB and Intuyu have run around Australia to hundreds of teachers.
2. **Coding Guides and Materials** - we believe that schools need to address, at their core, at least three specific "coding" languages – Scratch, HTML and Python. These "coding" languages will allow a school to deliver everything required by Australian Curriculum and provide the progression in computational thinking and programming complexity that students need. In this folder we have gathered guides and materials to support teachers and students to learn these "coding" languages.
3. **Primary School Materials** - range of support materials that might be valuable to primary school teachers and schools. The materials include;
  - ❖ **Design and Technologies Curriculum Resources** - includes resources useful in F-2, 3-4, 5-6 year levels and general resources and videos around Design, Engineering, Science, Maths, E-Textiles, and more.
  - ❖ **Digital Technologies Curriculum Resources** - includes resources useful in F-2, 3-4, 5-6 year levels and general resources and videos around Programming, Robotics and more.
4. **Secondary School Materials** - range of support materials that might be valuable to secondary school teachers and schools. The materials include;
  - ❖ **Design and Technologies Curriculum Resources** - includes resources useful in 7-8, 9-10 year levels and general resources and videos around Design, Engineering, Science, Maths, E-Textiles, and more.
  - ❖ **Digital Technologies Curriculum Resources** - includes resources useful in F-2, 3-4, 5-6 and general resources and videos around Programming, Robotics, Mobile App Development and more.
5. **STEAM Resources** - covering Arduinos, Kodu, Minecraft, LittleBits, Ozobots and more
6. **Unpacked Curriculum Documents** - templates that unpack the Technologies Curricula with a wide range of examples, links and resources. The curriculum documents reflect not only the Australian Curriculum but also the Victorian, Queensland, and Western Australian versions.

*The Technologies Curriculum Resource is provided on USB for your convenience.*

**Price \$45.00 inc gst. Plus shipping**

Shipping \$4.95 for up to 4 USB's, 4 – 8 USB's \$6.75 (Australia & NZ)

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