


Discover Makerspace & Cre8 Lab



Year 7 Discovery Day



*Makerspace
before school and
lunch every day*

*Cres Lab
weeks 4-8
lunchtime*



Cres Lab Workshops

Term 3 2022

Sign up sheets at the library
front counter

Digital Art Masterclass

Week 4

Learn all about the world of
digital art and how to get started

Image: Atmosphere by Maxine Schmid

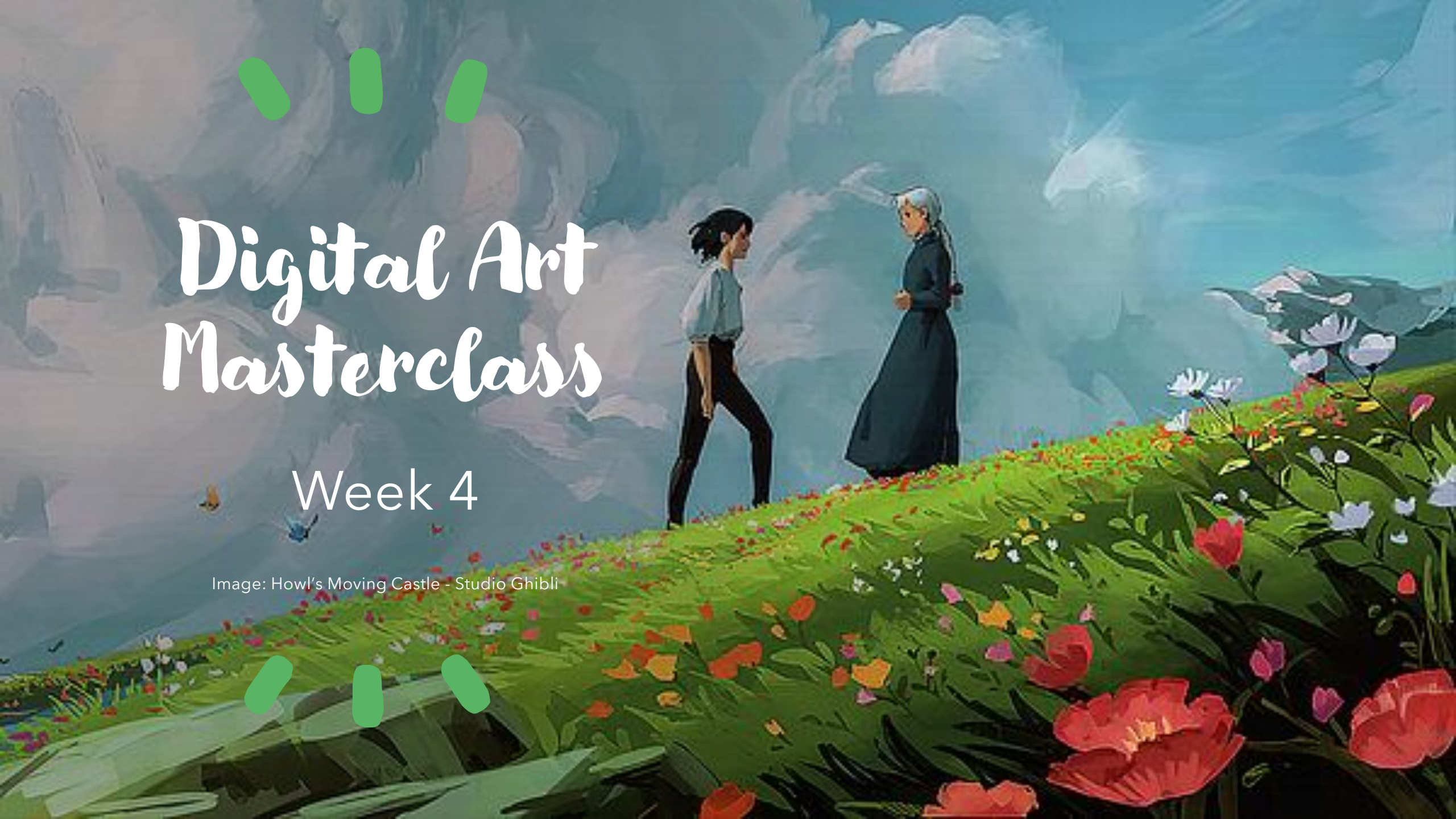




Digital Art Masterclass

Week 4

Image: Howl's Moving Castle - Studio Ghibli





3D Design & 3D Printing

Week 6

Design and print a modular
succulent planter



3D Design & Print

Week 6

Using Tinkercad, design and print your own modular tessellating planter





Macrame plant hanger

Week 7

Learn the ancient knots and techniques

Macrame plant holder

Week 7

Make your own plant holder using
rope and beads





Drone coding and flying

Week 8

Learn all about the drones
we have at AHS

Drone coding and flying

Week 8

Code your drone to navigate
courses and follow commands





*Sign up sheets
at the library
front counter*

Term 3 2022

Discover Makerspace



Term 3
2022



Week 3

Robotic Hand





Weeks 4&5

DREAM CATCHERS





Week 6

Merge Cubes



MAKER SPACE

Week 7
Book Week Craft



MAKER SPACE

Week 8
Father's Day Rocks





Week 9

Digital Art

Image by Maxine Schmid Year 12



Discovering Algorithms



What's an Algorithm?



- Axolotl?
- A new dance?
- A recipe?



Discovering Algorithms

- A list of instruction used to perform at task
- The order of the instructions is important.
- Common language is important so you understand what the instructions are
- Computers can't do anything without being told what to do. Algorithms allow us to give computers step-by-step instructions to perform a task. Coding is how we write the instructions.



- ✓ a recipe
- ✓ a process for washing your hair
- ✓ a method for long division
- ✓ Instructions given to a computer to process and sort information eg. Siri or social media

LEGO Algorithm Game

- A list of instructions used to perform a task
- The order of the instructions will be important
- You will need to develop a common language that you both understand





How to play the game

- Get into pairs
- Sit opposite other or next to each other
- One person is the instructor and one person is the builder
- You have 1 minute to discuss strategy with your partner
- Time your project as we will do it 2 times so you can make improvements to your strategy.



Rules

1. Instructor is the only one who can see the book
2. Builder is the only one who can touch the Lego pieces
3. Instructor must communicate only using speech (no pointing)



What did we learn?

What improvements did we make 2nd time around?

Undo your lego ready for the next group please.

Where are you going next?

Make your way to Potter Pioneering – in the reading cave, behind the stairs on this level

Discover Makerspace & Cre8 Lab



Year 7 Discovery Day