

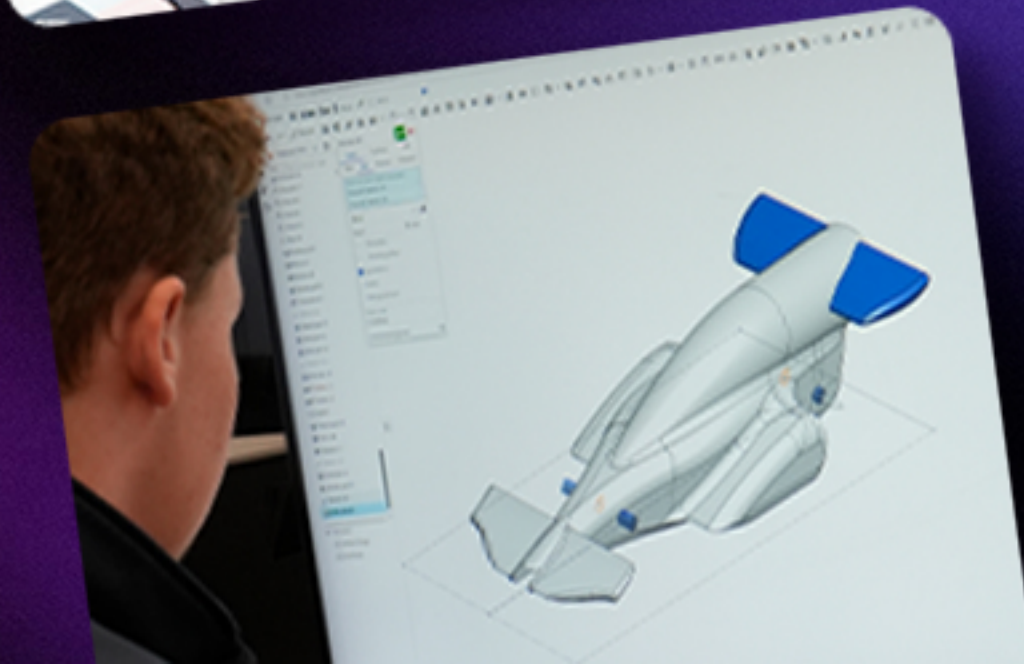
WYNDHAM
TECH
SCHOOL



2024 Remote & Virtual Programs

One-Day Programs • Multi-Week Courses • Teacher PD

[Book Now via Email](#)



Available to all Victorian secondary schools that do not have access to physical Tech Schools.

Why We Provide These Programs

The rationale for us offering these diverse and innovative courses to Victorian secondary schools, especially in **regional** and **rural areas of Australia**, centres around several key objectives.

Bridging the Digital Divide

Providing access to these courses in regional and rural areas helps bridge the digital divide, ensuring that students outside urban centres have equal opportunities to learn and engage with cutting-edge technologies & digital tools.

Accessibility and Inclusivity

By offering these courses online and catering to up to 75 participants, we are ensuring a broad and inclusive reach, making high-quality education accessible to students regardless of their geographical location.

Skill Development for Future Careers

These courses focus on areas like AI, podcasting, CAD, cybersecurity, and game development, which are vital skills in the evolving job market. By introducing these subjects, students gain early exposure to potential career paths in STEM fields.

Supporting Teacher Development

The Teacher Professional Development course acknowledges the importance of teachers in the learning ecosystem, providing them with the tools and knowledge to integrate STEM technology effectively into their teaching practices.

Enhancing Digital Literacy

In an increasingly digital world, these courses aim to enhance students' digital literacy, ensuring they are not only consumers of digital content but also creators, equipped with the skills to navigate and innovate in the digital landscape.

Encouraging Creative & Critical Thinking

Courses like Minecraft in the classroom and the Lego Coding Challenge promote creative problem-solving and critical thinking, essential skills in both academic and real-world contexts.

Cultivating Interest in STEM These courses aim to spark and nurture an interest in science, technology, engineering, and mathematics (STEM) among students, which is crucial for the development of a skilled workforce in these fields.

Availability & Eligibility



Remote and Virtual programs are available to all Victorian secondary schools that do not have access to physical Tech Schools.



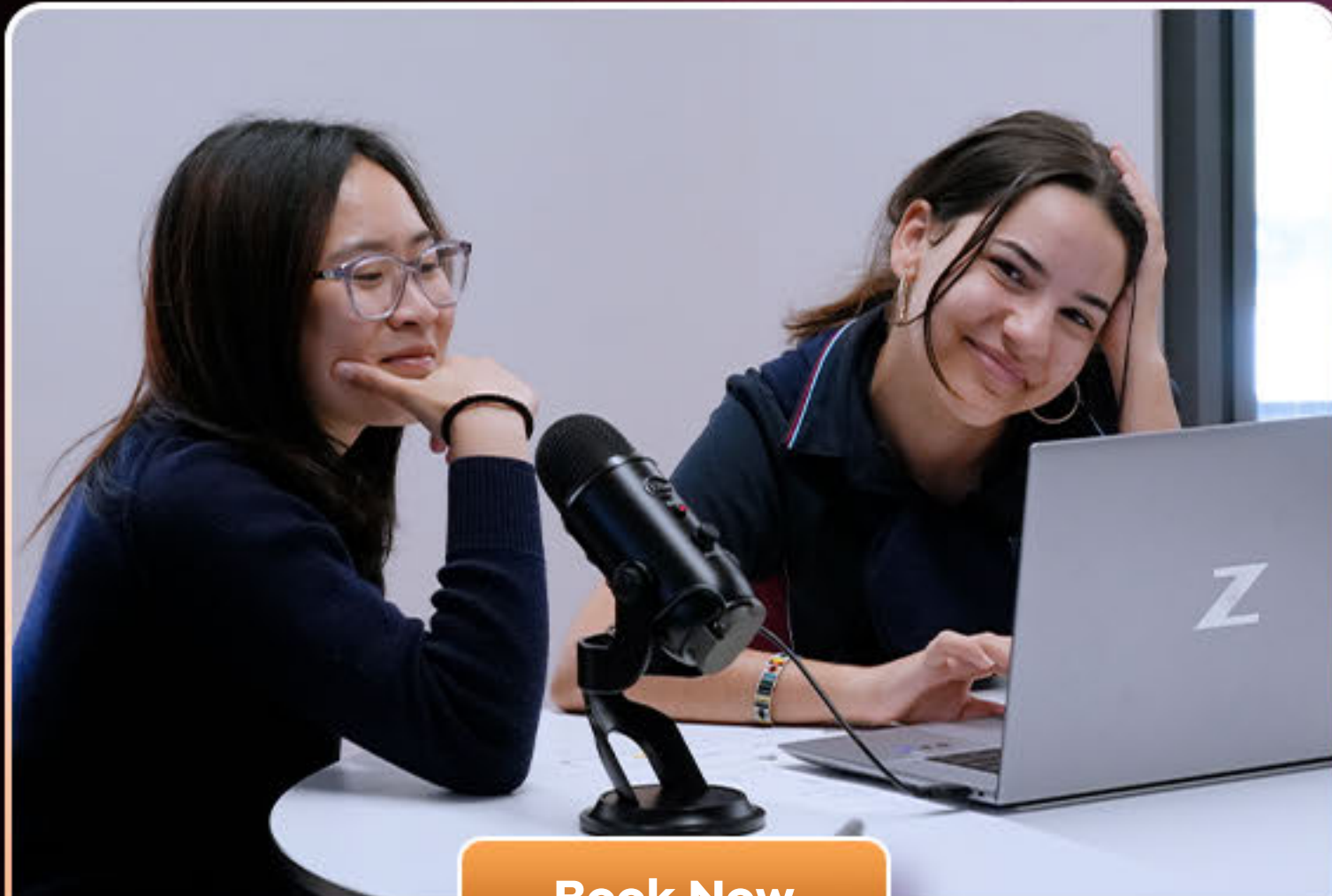
Session times will be determined by the classroom teacher and the WTS Facilitator.



Bookings are only available for **Mondays** in **Term 2, 3 and 4** and are scheduled around staff availability. Don't miss out!



Students will need access to a internet connected device for interactive activities.



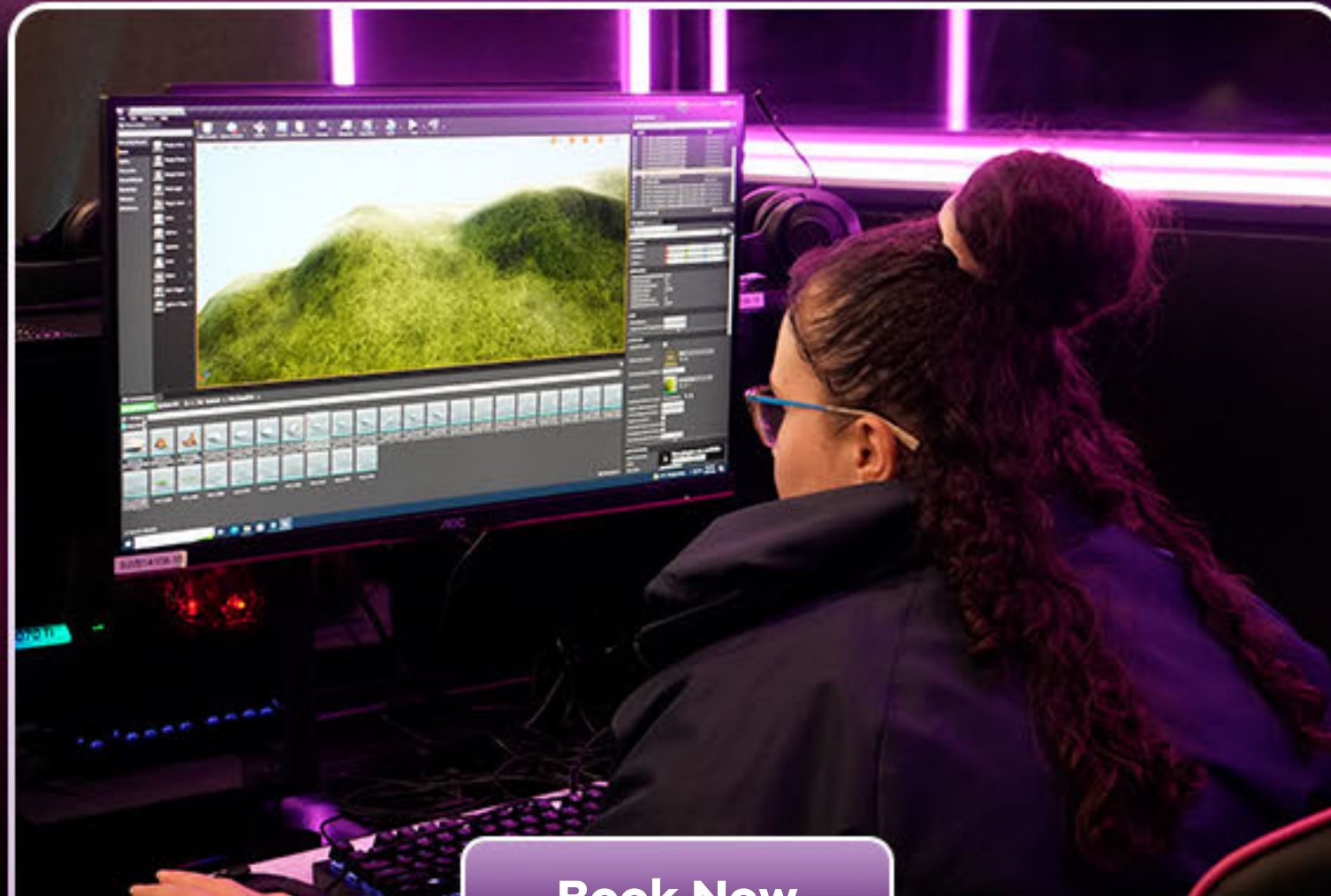
Book Now

One Day Program

Single or double lesson

- AI Content Creation
- Augmented Reality
- Game Development
- Intro to CAD Design
- Minecraft in the Classroom
- Podcasting

All you need is computers with internet access for each student and a computer with a projector and camera up the front.



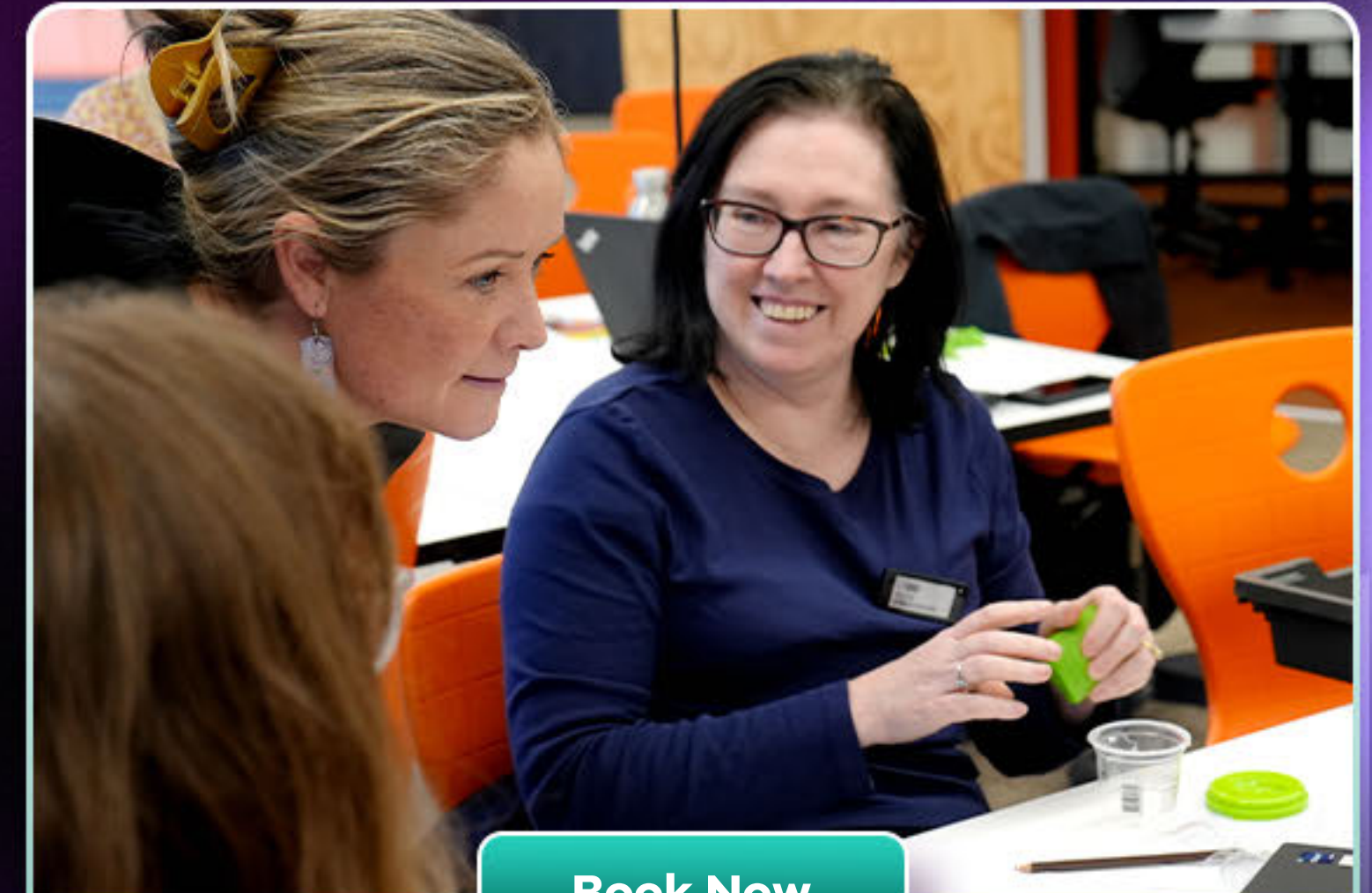
Book Now

Multi-Week Course

A series of single or double lessons over a number of weeks

- Esports Entrepreneurship
- Game Development
- LEGO Robotics

All you need is computers with internet access for each student and a computer with a projector and camera up the front. We will send the robots if you book the LEGO course.



Book Now

Teacher PD

- Augmented Reality
- Esports Entrepreneurship
- Game Development
- Lego Robot Challenge
- Minecraft in the Classroom
- Podcasting

AI Content Creation

Empowering the Next Generation of Digital Creators

[Book Now](#)

COURSE OBJECTIVES

- 1 Learn how AI can be utilized to generate diverse content
- 2 Foster creativity in digital media
- 3 Gain practical experience in AI-assisted media and book creation
- 4 Equip students with skills for future publishing projects

The session begins with an introduction to the basics of Artificial Intelligence, helping students understand its role in creative processes. Then they will engage in hands-on activities using online AI tools to generate images and text, experiencing firsthand how AI can enhance creativity and productivity.

Students will receive guided instruction and support, enabling them to experiment with AI in creating parts of a book or a digital publication.

STUDENTS

Yr 7 - 12

CAPACITY

75

DURATION

Single or Double Lesson

RESOURCES REQUIRED

- Student computers or iPads connected to the internet
- Microsoft PowerPoint or Google Docs
- Access to free public image and text generation apps

WHY CHOOSE THIS COURSE?

- **Cutting-Edge Learning**
Students engage with the latest AI technologies
- **Skill Development**
Enhances digital literacy and creativity
- **Hands-On Experience**
Practical application in a supportive online environment
- **Future-Ready**
Prepares students for the evolving world of digital publishing

Augmented Reality

AR Solutions for a Greener World: A CoSpaces Edu Challenge

[Book Now](#)

COURSE OBJECTIVES

- 1 Understanding the basics of creating AR experiences with CoSpaces Edu
- 2 Gaining insights into how AR can be applied to real-world problems, specifically environmental sustainability
- 3 Encouraging creativity, problem-solving, and the application of technology for social good

This program focuses on CoSpaces and augmented reality as students will create AR-based solutions for plastic waste reduction.

The session begins with a brief introduction to CoSpaces Edu, followed by an interactive tutorial. This leads into a hands-on activity, where students will brainstorm their ideas then develop basic AR prototypes. Students will share their prototypes and receive constructive feedback and reflect on the use of AR technology in promoting environmental sustainability and social responsibility.

STUDENTS

Yr 7 - 12

CAPACITY

75

DURATION

Single or Double Lesson

RESOURCES REQUIRED

- Student computers connected to the internet
- CoSpaces accounts
(Free for government students and teachers)

WHY CHOOSE THIS COURSE?

- **Interactive Learning**
Makes education engaging and hands-on
- **Creative Teaching**
Integrates gaming with educational content
- **Skill Development**
Fosters creativity and problem-solving abilities
- **Versatile Application**
Suitable for a wide range of subjects and learning styles

Game Development

Embark on a Journey of Game Creation

[Book Now](#)

COURSE OBJECTIVES

- Students will learn the fundamentals using game development tools, design philosophies and individual occupations that form the game development industry.

Students will be tasked with developing a game prototype and pitch presentation, with the goal of having their game developed further by the fictional WTS studio.

Utilising the ReadyMaker platform, students will experience a rapid and dynamic introduction to game creation. Students will brainstorm game concepts, then develop their ideas into basic game prototypes, using ReadyMaker's beginner-friendly tools for coding and design. The session concludes with mini pitch presentations where students will receive feedback. This program highlights the essentials of game development and the importance of quick, collaborative ideation and prototyping.

STUDENTS

Yr 7 - 12

CAPACITY

75

DURATION

Single or Double Lesson

RESOURCES REQUIRED

- Student computers connected to the internet
- Ready Maker App (Free)

WHY CHOOSE THIS COURSE?

- **Interactive Learning**
Makes education engaging and hands-on
- **Creative Teaching**
Integrates gaming with educational content
- **Skill Development**
Fosters creativity and problem-solving abilities
- **Versatile Application**
Suitable for a wide range of subjects and learning styles

Introduction to CAD

Exploring the World of Computer-Aided Design

[Book Now](#)

COURSE OBJECTIVES

- 1 Understand the basics of 2D and 3D design using CAD
- 2 Develop skills to create and modify complex technical drawings
- 3 Gain practical experience in using CAD software
- 4 Prepare for careers in engineering, architecture, and design

The session begins with an introduction to the basics of Artificial Intelligence, helping students understand its role in creative processes. Then they will engage in hands-on activities using online AI tools to generate images and text, experiencing firsthand how AI can enhance creativity and productivity.

Students will receive guided instruction and support, enabling them to experiment with AI in creating parts of a book or a digital publication.

STUDENTS

Yr 7 - 12

CAPACITY

75

DURATION

Single or Double Lesson

RESOURCES REQUIRED

- Student computers or iPads connected to the internet
- Given access to OnShape CAD online

WHY CHOOSE THIS COURSE?

- **Skill Development**
Equips students with valuable design skills
- **Career Preparation**
Opens pathways to high-demand fields
- **Hands-On Learning**
Ensures practical experience with professional tools
- **Creativity & Innovation**
Encourages design thinking and problem-solving

Minecraft in the Classroom

Transform Learning with the Power of Minecraft

[Book Now](#)

COURSE OBJECTIVES

- 1 Learn how to use Minecraft as an educational tool
- 2 Enhance student engagement and creativity
- 3 Develop problem-solving skills through interactive gameplay
- 4 Customize learning experiences to cater to various student needs

Designed to showcase how to integrate this popular game into teaching, making learning interactive and fun. This session involves practical examples of how Minecraft can be integrated into different subjects, and hands-on activities experiencing how to build and navigate educational projects in the game.

The session also covers key strategies for classroom management and student involvement when using Minecraft.

STUDENTS

Yr 7 - 12

CAPACITY

75

DURATION

Single or Double Lesson

RESOURCES REQUIRED

- Student computers connected to the internet
- Minecraft education accounts
(Free for government students and teachers)

WHY CHOOSE THIS COURSE?

- **Interactive Learning**
Makes education engaging and hands-on
- **Creative Teaching**
Integrates gaming with educational content
- **Skill Development**
Fosters creativity and problem-solving abilities
- **Versatile Application**
Suitable for a wide range of subjects and learning styles

Podcasting

A Gateway for Students to Tell Stories Globally

[Book Now](#)

COURSE OBJECTIVES

- 1 Master the basics of podcast recording and editing
- 2 Learn effective audio storytelling techniques
- 3 Understand how to promote podcasts to a broader audience
- 4 Enable students to produce their own unique podcasts

Students will learn how to use online tools like BandLab, with temporary accounts provided for hands-on experience. They will practice the art of audio storytelling, exploring how to effectively and creatively express their ideas and narratives.

Practical exercises will include recording short segments and experimenting with editing techniques to enhance their audio. Students will also learn strategies to promote and share podcasts, aiming to broaden their audience reach.

STUDENTS

Yr 7 - 12

CAPACITY

75

DURATION

Single or Double Lesson

RESOURCES REQUIRED

- Student computers or iPads connected to the internet
- Microphone
- Bandlab account (set up on the day)

WHY CHOOSE THIS COURSE?

- **Creative Expression**
Encourages students to share their unique perspectives
- **Technical Skills**
Develops audio editing and production capabilities
- **Communication Skills**
Enhances storytelling and speaking abilities
- **Career Skills**
Provides a foundation for a future in media & communication

Esports Entrepreneurship

[Book Now](#)

COURSE OBJECTIVES

- 1 Learn to analyse and manage the esports industry
- 2 Learn to distinguish esports from traditional sports
- 3 Solve practical challenges and collaborate effectively in team-based esports projects

This program, crafted by industry experts, equips students with practical experience in entrepreneurial roles within a tech start-up, focusing on esports.

The course encompasses developing business skills like project, financial, and risk management, as students build their esports teams and organize a tournament. It also imparts knowledge in entrepreneurship, technology, and team building, alongside leadership skills through various activities in gaming, esports, IT, and content creation.

STUDENTS

Yr 8 - 10

CAPACITY

30

DURATION

10 weeks

RESOURCES REQUIRED

- Student computers connected to the internet
- Access to an approved esports game

WHY CHOOSE THIS COURSE?

- **Innovative Learning**
Blends Esports industry with STEM content
- **Skill Development**
Enhances STEM skills in a practical setting
- **Teamwork and Collaboration**
Promotes working together in solving challenges
- **Creative Problem-Solving**
Encourages innovative thinking and solution finding

Game Development

Book Now

COURSE OBJECTIVES

- 1 Master the basics of game engines like Unreal Engine or Unity
- 2 Learn to create immersive game environments and characters
- 3 Understand gameplay mechanics and their implementation
- 4 Explore various roles in the game development industry

Embark on a creative, highly interactive and hands-on journey to develop a professional-quality video game from scratch, covering all stages, from initial concept to final product.

Students will be introduced to game engines like Unity and Unreal Engine, learning how to construct compelling game environments and characters. They will then learn the mechanics of gameplay and how to implement interactive features and design levels. This course will provide insights into different roles within the game development industry, such as character modeling, animation, and level design.

STUDENTS

Yr 7 - 10

CAPACITY

30

DURATION

10 weeks

RESOURCES REQUIRED

- Student computers connected to the internet
- Unity or Unreal Engine installed on computers
- Online Unity or Epic Games accounts (provided for each student)

WHY CHOOSE THIS COURSE?

- **Cutting-Edge Learning**
Students engage with the latest AI technologies
- **Skill Development**
Enhances digital literacy and creativity
- **Hands-On Experience**
Practical application in a supportive online environment
- **Future-Ready**
Prepares students for the evolving world of digital publishing

LEGO Robotics

[Book Now](#)

COURSE OBJECTIVES

- 1 Engage in hands-on learning with LEGO robotics
- 2 Develop critical thinking, coding, and design skills
- 3 Experience real-world problem solving in a global robotics program
- 4 Collaborate and innovate to build a better future

Join the LEGO Coding Challenge, a program that combines the excitement of LEGO with the fundamentals of STEM. Designed to introduce students to the world of robotics and coding in a fun and engaging way.

Students will learn the basics of robotics and coding principles, then will work build their own robots to perform various tasks. These activities are designed to enhance their critical thinking, problem-solving, and design skills. The course also encourages teamwork, as students collaborate on projects, sharing ideas and solutions.

STUDENTS

Yr 8 - 10

CAPACITY

30

DURATION

10 weeks

RESOURCES REQUIRED

- Student computers connected to the internet
- 12 x LEGO robotics class set and LEGO world on loan (book early)
- Online LEGO coding apps

WHY CHOOSE THIS COURSE?

- **Innovative Learning**
lends LEGO Play with educational content
- **Skill Development**
Enhances STEM skills in a practical setting
- **Teamwork and Collaboration**
Promotes working together in solving challenges
- **Creative Problem-Solving**
Encourages innovative thinking and solution finding

Augmented Reality

AR Solutions for a Greener World: A CoSpaces Edu Challenge

[Book Now](#)

KEY TAKEAWAYS

- 1 Basics of setting up and using Cospaces for AR projects
- 2 Ideas for incorporating AR into various subjects and lessons
- 3 Techniques for creating interactive, educational AR content

Explore the potential of Augmented Reality (AR) in education with Cospaces.

This one-hour session provides hands-on experience in creating AR environments, enabling interactive and immersive learning experiences that can captivate and motivate students.

RESOURCES REQUIRED

- Student computers connected to the internet
- CoSpaces account
(Free for government students and teachers)

ENHANCES LEARNING

Augmented Reality (AR) provides immersive learning experiences, helping students visualize and interact with educational content in a more engaging way.

It can make learning more interactive and memorable.

ENHANCES TEACHING

AR technology like CoSpaces enables teachers to create customized learning experiences, bringing abstract concepts to life and accommodating diverse learning needs and preferences.

Esports Entrepreneurship

Building a Business Using Esports as a Focus

[Book Now](#)

KEY TAKEAWAYS

- 1 Steps to guide students in creating their own esports tournament
- 2 Techniques to create logos, trophies, uniforms, posters and videos
- 3 Create podcast scripts and recorded interviews
- 4 Create apps and procedures for the tournament
- 5 Create communication and negotiation skills with 'players' of sport

Learn to empower your students through developing an Esports tournament.

This professional development course covers the essentials of project management, player management, technology support, marketing and communication.

We will also explore how these STEM tools can be used throughout your teaching areas.

RESOURCES REQUIRED

- Each teacher has a link to the online communication media (e.g. Zoom, Microsoft Teams)

ENHANCES LEARNING

Esports empowers students to build a simulated business, create prototypes and explore roles in the esports industry.

ENHANCES TEACHING

Teachers can use the many related activities as a versatile tool for various subjects, enabling project-based learning and giving students a platform for prototyping, creative expression and reflection.

Game Development

Unleash the Potential of Game-Based Learning

[Book Now](#)

KEY TAKEAWAYS

- 1 Basics of game design and development for educational purposes
- 2 Tips for integrating game creation into various subjects
- 3 Create podcast scripts and recorded interviews
- 4 Methods to encourage creative and computational thinking through game development

Learn how to guide students in designing and developing their own games, using platforms like Scratch, Unity, Unreal Engine, Readymaker or Minecraft.

Discover how game-based learning promotes creativity, logical thinking, and problem-solving skills.

At the end of the program, you will be given useful maps and resources for your learning areas.

RESOURCES REQUIRED

- Each teacher has a link to the online communication media (e.g. Zoom, Microsoft Teams)
- Game development platform & account (e.g. Unity, Unreal Engine, Epic Games, etc.)

ENHANCES LEARNING

Game design and development encourage creativity, logical thinking, and computational skills.

Students can learn to approach problems systematically and collaboratively.

ENHANCES TEACHING

Teachers can integrate game development into various subjects, using it as a tool to teach coding, storytelling, art, and even history or science, making learning interactive and fun.

LEGO Robotics

Solving Real World Problems

[Book Now](#)

KEY TAKEAWAYS

- 1 Steps to guide students in creating their own LEGO robots
- 2 Tips on using LEGO robots for various educational purposes
- 3 Techniques to enhance the coding process using the design thinking methodology

Learn to empower your students through coding. Discover how to make an effective lesson based on problem solving using LEGO robotics.

This professional development course covers the essentials of basic LEGO robotics coding, from planning and coding to testing and presenting, enabling students to make prototypes to real world solutions.

RESOURCES REQUIRED

- Each teacher has a link to the online communication media (e.g. Zoom, Microsoft Teams)
- Access to a LEGO robot and coding app

ENHANCES LEARNING

Using Minestorm and Spike, students can be introduced to the world of robotics and coding in a fun and engaging way.

ENHANCES TEACHING

Teachers can use lego robotics coding as a versatile tool for various subjects, enabling project-based learning and giving students a platform for prototyping real solutions.

Minecraft in the Classroom

Transform Learning with the Power of Minecraft

[Book Now](#)

KEY TAKEAWAYS

- 1 Strategies for integrating Minecraft into different curriculum areas
- 2 Tips for managing and facilitating a Minecraft-based classroom
- 3 Ideas for student projects and collaborative activities within Minecraft

Where education meets creativity and fun. This one-hour course will demonstrate how to use Minecraft as a dynamic educational tool, bringing your lessons to life.

Discover how Minecraft can transform your teaching experience and enhance student engagement and creativity across various subjects.

Learn to create immersive learning experiences that encourage problem-solving and collaboration among students.

RESOURCES REQUIRED

- Each teacher has a link to the online communication media (e.g. Zoom, Microsoft Teams)
- Will be given a temporary Minecraft account for the session

ENHANCES LEARNING

Minecraft promotes creativity, problem-solving, and collaboration among students. It allows for experiential learning in a virtual environment, making abstract concepts tangible and engaging.

ENHANCES TEACHING

Educators can use Minecraft to create dynamic and interactive lessons that cater to various learning styles, making complex subjects more accessible and enjoyable.

Podcasting

Giving Voice to Students

[Book Now](#)

KEY TAKEAWAYS

- 1 Steps to guide students in creating their own podcasts
- 2 Tips on using podcasting for various educational purposes
- 3 Techniques to enhance storytelling & communication skills through audio

Learn to empower your students through podcasting. This professional development course covers the essentials of podcast creation, from planning and recording to editing and publishing, enabling students to express their ideas and stories.

Learn how to unlock the potential of your students' voices, and discover the art of audio storytelling and the technical skills.

RESOURCES REQUIRED

- Each teacher has a link to the online communication media (e.g. Zoom, Microsoft Teams)

ENHANCES LEARNING

Podcasting empowers students to express their thoughts and ideas, enhancing their communication and storytelling skills. It also encourages active listening and critical thinking.

ENHANCES TEACHING

Teachers can use podcasting as a versatile tool for various subjects, enabling project-based learning and giving students a platform for creative expression and reflection.

Book Now

Contact Us



(03) 9919 1996

wyndham.tech@vu.edu.au

wyndhamtechschool.vic.edu.au

Click here to watch
our latest Highlights >

