



TECHNOLOGY STREAM
(Primary/Lower Secondary)

Session 1:

Augmented Reality - virtually real

Engage with AR apps for an interactive experience you can utilise in the classroom. Understand the purpose of AR and realise the potential of the apps. Gain confidence in using the apps, targeted at teaching science.

Dr. George Aranda and Dr. Seamus Delaney

Session 2:

Futurama

Unplugged Programming.

A beginner's guide for easy use in the classroom.

Dr. George Aranda

Session 3:

Can you walk at a constant speed?

Creating graphs from movement. You will never look at graphs the same way again!

Dr. John Cripps-Clark

Session 4:

Kickstart Your Learning Journey with Coding in Mathematics

Why are learning coding skills important in today's world? Make problem solving tasks visual and practical using Scratch 3.

Dr. Zara Ersozlu



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