

EXPRESSION OF INTEREST (EOI)

STEM Online Camp

Arludo Science Program - The Living World | Stage 3 Teachers & Students

THURSDAY 21ST OCTOBER 2021

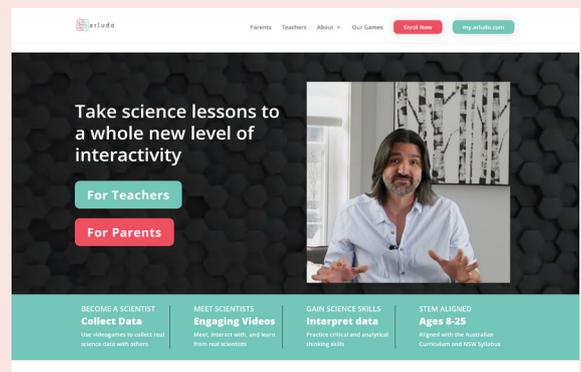
The New South Wales Aboriginal Education Consultative Group Inc. (NSW AECG Inc.) in conjunction with the Department of Education's Aboriginal Outcomes and Partnerships Directorate, will be delivering online workshops for Aboriginal students from Year 5 and Year 6. Arludo will deliver a workshop about their program for Teachers only. There will be 8 ongoing sessions offered for teachers to implement. The online program focusing on 'The Living World'. The camp will contribute to informing, strengthening, and connecting students to STEM.

About Arludo

Arludo is a team of scientists, teachers, designers, programmers, and videographers that are helping students turn into scientists and learn the skills they need for their future. We've developed over 30 different games that allow students to explore the natural world to discover new theories and concepts through play. As they play, they also collect real science data that are aggregated and displayed in the worksheets they use in real time. Teachers can thus spend more time helping students become familiar with data and teaching them how to interpret data and make conclusions. Through Arludo's Ingenious program, students have their discoveries reinforced through data, and this helps them learn the data analytical skills they will need for any future career.

About Arludo creator - Michael

Michael is an Associate Professor at UNSW Sydney. An award-winning evolutionary biologist and science communicator, Michael explores the role the social environment has on how individuals develop and behave. These interests have resulted in him working on a number of different species throughout his career from birds, to spiders, to crickets, and now humans. Using video games to explore human choices and preferences, Michael has shown that although there may be a few hundreds of millions of years between the evolution of his earlier subjects and humans, surprisingly, they behave in very similar ways. Michael now uses what he's learned to create video games through his company Arludo that help teachers and students around the world easily perform science experiments to learn more about the world around them.



The first session on Thursday 21st October at 8am-10am will be for **Teachers only**. This will be a training course with Arludo staff to understand how sessions will run with students and any questions before proceeding sessions with students. There will be 8 interactive lessons for students to complete, each lesson with a different topic. Arludo Scientist will be present for the first lesson with students on Tuesday 26th October 9am to 10am. Session 2 to lesson 8 Teachers will run for their students with access to the Arludo program.



ARLUDO

Science 'The Living World'

- Event:** STEM Camp – Arludo – Science 'The Living World'
- Targeting:** Stage 3 Teachers & Aboriginal Students from Year 5 & Year 6
- Date:** Thursday 21st October 2021 – **Teachers Course Only**
Students Session 1 – 9am – 10am Tuesday 26th October 2021
Session 2 to Session 8 – dates determined by Teachers
- Time:** 8am-10am
- Duration:** 1 Hour
- Venue:** Online through Google Classroom
- Cost:** Free
- Supervision:** Teachers are required to be online with students.
- Resources:** **Once accepted** each student will need the following materials:
- Smartphone or Tablet to download Free App to play game
- Computer or tablet to complete worksheet online

Schools or Parents/Caregivers need to forward Expressions of Interest (EOI) on behalf of students to attend the camp. EOIs can be completed through a **google forms process** using the following link:
<https://forms.gle/9tN9QEVGDE6mwGYu9>

EOIs must be received by COB, Tuesday 19th October 2021. EOIs will not be received after this date.

For further information or enquires please email camps@aecg.nsw.edu.au

