

Courses for 2018

Coding

	Session Length	Suitable for Year Levels	Description
Web Design			
Introduction to HTML and CSS	2 hours	7-12	This fast-paced web coding course will provide you with the hands-on skills to create simple webpages using the standardised languages of HTML and CSS.
Intense Web Coding	1 hour	7-12	This highly intensive session will introduce you to HTML and CSS and get you up and coding a webpage in no time.
Web Paper Prototyping	1 hour	7-12	This intensive introductory workshop will introduce you to the concepts behind paper prototyping for a website.
Advanced CSS Styling	1 hour	7-12	Learn how to style more advanced features of a webpage.
Web Design Day	5 hours	9-12	This intensive course will develop your skills in web design from start to finish. You will design, prototype and hand-code a webpage from scratch. This day-long workshop is only for the brave.
Coding for Maths			
Python Turtle	1 hour	All	Learn how to use Python Turtle to teach the concepts within the Numbers and Algorithms unit.
Loop Structures	1 hour	All	Want to know more about loop structures and how they function in code?
Algorithms	1 hour	All	Discover the fun you can have with algorithms. If you are wondering what they are and how they apply to coding, this will be the session for you.
Pseudocode	1 hour	All	Are you interested in learning how to code without actually using the computer? This session will give you insight into thinking logically and creatively.
Flow Charts	1 hour	All	This intensive session will introduce you to the concepts behind flow charts and how they can be used to provide instructions.
Python			
Introduction to Python	2 hours	8-12	This workshop will introduce you to the basics of coding in Python 3.
Intermediate Python	1 hour	8-12	This session develops upon the skills in the Introduction to Python workshop. You will learn more structured concepts and develop upon your coding skills.
Advanced Python	1 hour	8-12	Increase on your skills learned in Intermediate Python and become an advanced Python coder.
Interfaces with Python	2 hours	8-12	This intensive course will give you the skills to create interfaces for software design.
Scratch			
Introduction to Scratch	2 hours	3-10	This workshop will introduce you to using Scratch. It will also teach you the basic structures of coding.

	Game Making in Scratch	2 hours	3-10	This intensive workshop will develop upon your skills gained in the Introduction to Scratch workshop. It will give you the skills to develop a game.
	Animation with Scratch	2 hours	3-10	This workshop will introduce you to the concepts behind animation in Scratch.
Raspberry Pi				
	Electronics	2 hours	6-10	This workshop will introduce you to the concepts behind coding electronic components.
	Minecraft Modding	2 hours	6-10	This intensive workshop will introduce you to building functionality into MineCraft.
Swift (Apple Apps)				
	Introduction to Swift	2 hours	6-10	This workshop will introduce you to the initial steps to make an app using Apple's Swift.
	App Design	3 hours	6-10	This intensive workshop will introduce you to designing and building apps using Swift.
	Game Making in Swift	3 hours	6-10	This rigorous workshop will give you the skills to make a simple game in Swift.

3D Modelling

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Blender				
	Introduction to Blender	2 hours	7-12	This introductory session will show you the concepts behind 3D modelling and how to use the open source software, Blender. This course is specifically designed for those who have no knowledge of 3D modelling.
	3D Animation	2 hours	7-12	This highly intensive session will introduce you to Blender and its animation tools. Focussed on animating solid models.
	Human Rigging	2 hours	7-12	This rigorous course can give you all the knowledge and skills required to rig and animate a human mesh.
	Unwrapping	2 hours	7-12	This intensive workshop will introduce you to the concepts behind UV layouts, unwrapping meshes and applying textures.
	Realistic Rendering	1 hour	9-12	Discover how to set up scenes, light them and render a realistic image.
	Blender Day	5 hour	7-12	This full-day intensive course will build your skills with 3D modelling. You will cover the following concepts: modelling, animation, lighting and rendering.
	2D Animation	2 hour	7-12	This intensive workshop will introduce you to 2D animation in Blender.
	Modelling for 3D Printing	1 hour	7-12	Excited about 3D printing your own models? This session will show you how to make sure your models are 3D printing ready.

Game Making

	Session Length	Suitable for Year Levels	Description
Game Theory			
User Interface Design	1 hour	3-12	This introductory session will show you the concepts behind 3D modelling and how to use the open source software, Blender. This course is specifically designed for those who have no knowledge of 3D modelling.
3D Animation	2 hours	7-12	This highly intensive session will introduce you to Blender and its animation tools. Focussed on animating solid models.
Human Rigging	2 hours	7-12	This rigorous course can give you all the knowledge and skills required to rig and animate a human mesh.
Unwrapping	2 hours	7-12	This intensive workshop will introduce you to the concepts behind UV layouts, unwrapping meshes and applying textures.
Realistic Rendering	1 hour	9-12	Discover how to set up scenes, light them and render a realistic image.
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Art and Media

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Game Theory			
Character Design	1 hour	3-12	This course will develop your skills in designing a character for an animation or game.
Cartooning	1 hour	All	Learn how to create cartoon characters the easy way. This session will show you how to use proportions and features to create a character for any purpose.
Photography	2 hours	3-12	Would you like to learn how to use a DSLR camera properly? This session will introduce you to the fundamentals of a good photo.
Film making	2 hours	3-12	Discover your talent for filming a short video and editing it in this fast paced session.
Photo Editing	2 hours	All	Learn the procedures to create the perfect digital photograph that contains elements from several different images.