

Round 1

School	Project	Main Contact
Christ the King, Newcomb	Grade 3 and 4 – How might we use MaKey MaKey to enable kids to be active whilst playing games that use digital technology? Grade 5 and 6 – How can we make our school accessible to all?	Aisha Kristiansen
Holy Spirit, Manifold Heights	Grade 5 and 6 – Video library of mathematical/science concepts as demonstrated within student developed Sphero projects	Paul Eastman
St Aloysius, Queenscliff	Grade 1 and 2 – STEM design approach in art classes, recycled objects to create cities and robotic animals with moving parts Grade 5 and 6 – STEM design approach in environmental science and ICT class	Nicole Sadler
St Anthony's, Lara	Grade 6 – Using circuits and Scratch coding to demonstrate student knowledge about Sustainability, focusing on water and environment	Bronwyn Bartrop
St Margaret's, Geelong East	Grade 3 and 4 – Robotic innovation	Mitch Herbison, Matt De Jong
St Leo the Great, Altona North	Grade 5 and 6 – Investigating different biomes and the animal adaptations for survival. Design and build an animal made from recycled materials that moves or makes a sound.	Cathy Green
Lumen Christi, Point Cook	Prep - How can we create a musical sequence using everyday materials? Grade 1 - How can I use my knowledge of food to design a healthy snack? Grade 2 - How can we create a toy that uses force to move? Grade 3 - How does force or friction impact the design of a game? Grade 4 - How does your garden grow? Grade 5 - How can you make the most use of light in a managed food environment? Grade 6 - How can we use everyday materials to transfer and transform energy?	Clare Watts
St Margaret Mary's, Spotswood	Grade 3 to 6 – Students identify some of the potential problems that Melbourne might face in the future and use technology to identify possible solutions Worked with Scienceworks on the SW Future Cities exhibit redevelopment	Simon Devlin
Queen of Peace, Altona Meadows	Grade 5 and 6 – Students examined Melbourne Now and Then, creating a grid of the city. Students programmed LEGO robots to move autonomously throughout the city transporting cargo to chosen destinations.	Cameron Menadue
Sacred Heart, Newport	Grade P-6 – Students used technology to create art, designing a call to action project around sustainability and applying their learnt knowledge of coding	Donna Condon
St Lawrence, Derrimut	Grade 4 to 6 – Students followed an iTunes U course to understand how the growth and survival of living things are affected by the physical conditions of the surrounding environment. Students designed a potential technology that could reduce the harmful impact of both natural and man-made processes.	Kathy Blythe

St John's, Footscray	Grade 5 and 6 – Students used Makey Makeys and Scratch to design and build a hands-on education game for their Prep buddies	Bess Naughtin
St Peter Chanel, Deer Park	Grade 5 – Students designed a bridge that would successfully support a Sphero, representing a future vehicle moving across the structure spanning a 40cm wide 'river'.	Maurice Sullivan
St James the Apostle, Hoppers Crossing	Grade 6 – Social justice themed unit whereby students prepared for Confirmation by choosing a saint whose qualities they admired. Students moved through a STEM process of identifying a need, audience, solutions and design.	Michael Polh
St Peter the Apostle, Hoppers Crossing	Grade 5 – How might living things survive in the future? Grade 6 – How can we create a more inclusive, interactive and safe playground?	Louise Johnston
Our Lady of the Southern Cross, Wyndham Vale	Grade 5 and 6 – Students coded GoPiGo cars with Scratch to navigate through a set course	Robert Lambert

Round 2

School	Project	Main Contact
MacKillop College, Werribee	Year 9 – Designing components of a themed Escape Room based on student knowledge of circuits and basic programming	Casey Backhouse
Marian College, Sunshine West	Year 7 – Using LittleBits to create everyday inventions	Suzanne Matejin
St Clare's, Truganina	Grade 3 to 6 – Using design thinking to create solutions to sustainability issues	Laura Gillett
Christ the Priest, Caroline Springs	Grade 6 – Students used Design and Digital Technologies to design solutions for a more sustainable school	Michelle Spiteri
St Theresa's, Albion	Grade 3 and 4 – Students designed instruments with Makey Makey for a low budget school production	Pat Gamwell
Stella Maris, Point Cook	Grade 6 – Students used Makey Makey and Scratch coding to create an interactive art installation	Nella Garrasi
St Mary's, Altona	Grade 3 and 4 – Students applied the STEM process to produce solutions around energy efficient building design	Ronnie Tucker
Mother of God, Ardeer	Grades P-2 – Sounds of STEM: nursery rhyme and fairytale themed problem solving and musical instruments from recycled materials Grades 3-6 – Creating light energy from non-fossil fuel sources	Michelle Buckley
Holy Family, Bell Park	Grade 3 and 4 – Students researched conditions on planets in our solar system and applied the STEM process to design habitation modules	Anthony Laffy
St Thomas, Drysdale	Grade 5 and 6 – Shark Tank: Students were tasked with designing a product that meets the needs of consumers of the future. The product needed to be ethical and sustainable. Students explored the design process which involved creating, packaging and marketing.	Peter Bowers