



Housing - A Vision for Growth

Focus on the future of houses in Bendigo by addressing materials, engineering, and more!

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Duration

3 Days

9:30 am – 2:30 pm

Learning Program Overview

Through work in groups, students investigate the core issues relating to housing affordability. From one of the following fields each group identifies a user to assist with a problem: **1. Building materials, 2. Engineering, 3. Town planning.** They will develop "persona profiles" to aid in their empathy and understanding of various housing issues and how they affect real people. Utilising the Design Thinking Method, students learn and leverage skills in digital design software, pressure and R-value calculations, and electrical circuits to come up with creative solutions. Ultimately, each team will pitch their solution to the room and receive feedback.

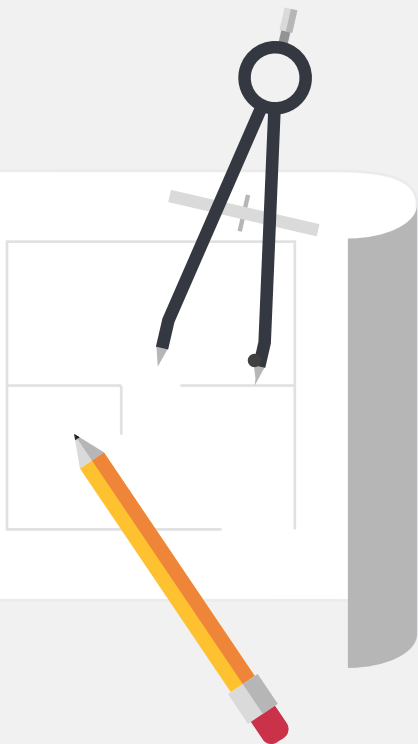
Students are equipped with knowledge of processes to enable them to work collaboratively to solve real problems. This program is student-directed and encourages awareness of real issues affecting the Bendigo community. The program is structured and facilitated so as to encourage sharing of personal insights and experiences and to promote the development of empathy and emotional intelligence.

Learning Program Timeline

DAY 1: Empathise + Define – students learn and apply the design process and skills for constructive group dynamics, empathy activities, how to research, potential solutions discussed in groups.

DAY 2: Ideate + Prototype – revision of solutions for specific problems, distribution of responsibilities amongst group members, knowledge sharing, prototyping.

DAY 3: Test + Pitch – further refinement of prototype solution, communication methods for pitching established, groups pitch solution and developmental process taken, feedback, reflection.



Success Criteria

- Problem must address each group's chosen stakeholder requirements.
- Work with other group members to create a collaborative and innovative solution.
- Consider emerging technological trends and futureproofing.
- Communicate ideas during pitch and demonstrate evidence of understanding audience psychology.

Outcomes - School Links

Year 8 - 10

Design and Technologies – students create quality designed solutions across a range of technologies contexts using engineering principles. Encourages students to consider the economic, environmental and social impacts of technological change.

The Humanities – exploration of the ethical, geographical, historical and religious frameworks and the complex interrelated processes within and between these that have shaped the modern world and which continue to evolve with people.

Science – student inquiry into real-world problems introduce science as a human endeavour and leverage understanding, knowledge and skills through which they can develop a scientific view of the world.

VCAL

- Literacy Skills – reading, writing and oral communication.
- Numeracy Skills – numeracy for interpreting society.
- Personal Development Skills – personal development (self), community engagement, social awareness, civic and civil responsibility.

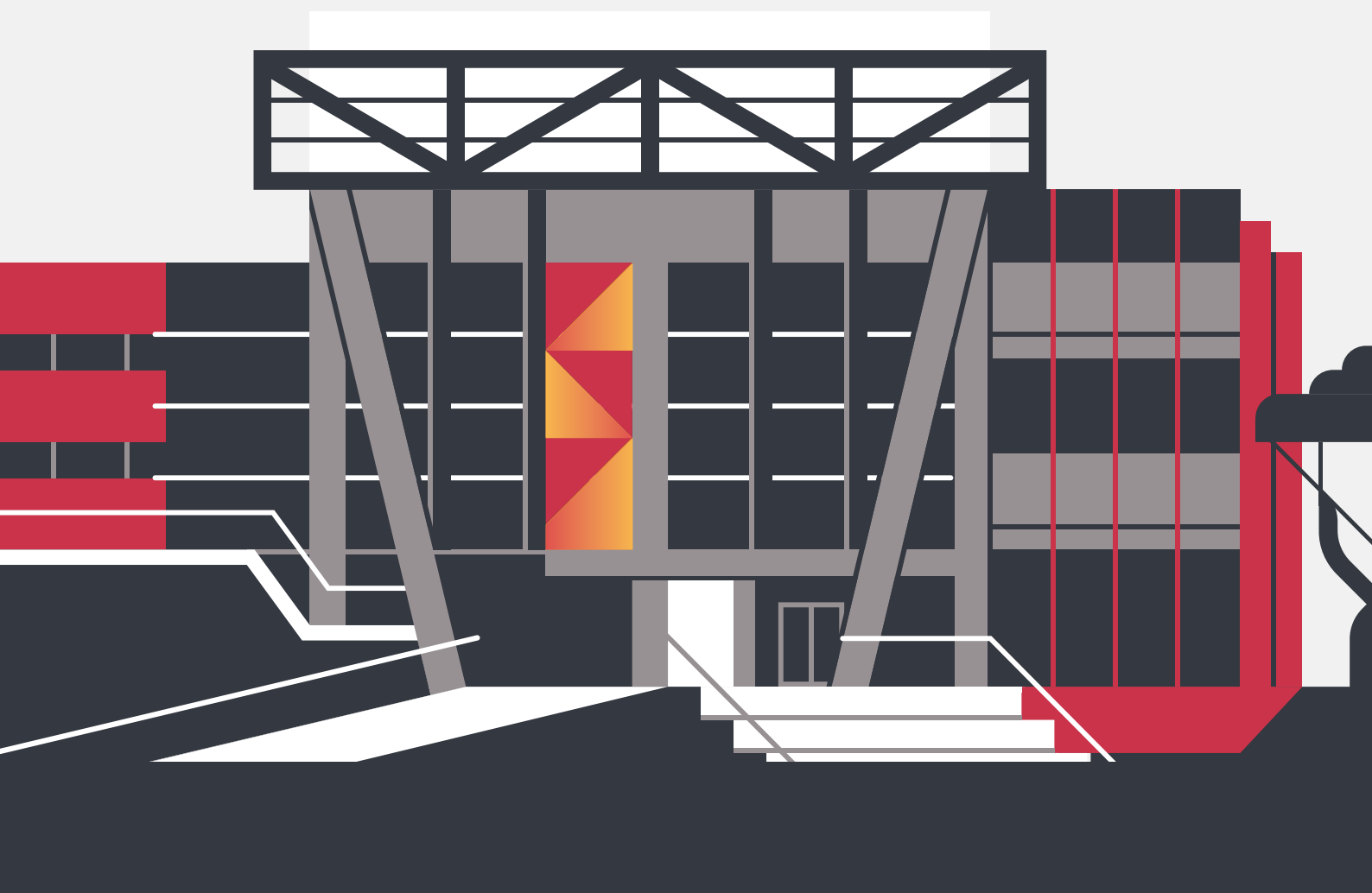
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