

# LEGO® Education WeDo 2.0 Workshop

# Making Science and **Programming Come to Life**

Target Audience: Primary School Science & Technology Teachers



LEGO® Education WeDo 2.0 addresses all five New Zealand Curriculum key robotics competencies: thinking; using language, symbols, and text; managing self; relating to others; and participating and contributing.

# **An Introductory Hands on Workshop**

LEGO Education offers a holistic approach to learning and supports an innovative and creative approach to teaching in the classroom.

This workshop session is designed to be hands on, encourage collaborative learning and to have some fun.

#### Teachers attending this workshop will:

- Be introduced to the WeDo 2.0 hardware through quick build models exploring the use of motors & sensors.
- Program using the WeDo drag and drop software which provides an integrated learning experience.
- See how students can add text, images & video to create & present projects.

## **Workshop Details**

#### When

Monday 30th September 2019

#### Time:

Morning Workshop: **9am – 12pm** Afternoon Workshop: **1pm - 4pm** 

#### Where:

'The Green Room' Quality Hotel Elms 456 Papanui Road Papanui, Christchurch, 8542

#### Fee

\$49 pp per Workshop

Maximum 3 teachers per school.

All participants will receive a certificate of attendance. BYO device.

Refreshments included.

### **About the Presenter**



Chris Todd has worked in the education sector for 15 years and prior to this he taught at a primary school level for 3 years.

Chris has a keen interest in technology, is involved in Robocup Junior and has run robotics workshops with Modern Teaching Aids over the last few years.

To register for these workshops email workshops@teaching.co.nz or fax bookings to 0800 682 329

An email will be sent to confirm your booking

School:		Workshop	Dietary Requirements
Name:	Email:	□ Morning Workshop □ Afternoon Workshop	□ Yes □ No
Name:	Email:	□ Morning Workshop □ Afternoon Workshop	□ Yes □ No
Name:	Email:	□ Morning Workshop □ Afternoon Workshop	□ Yes □ No