


Hands on with tech

We live with and use technology in our lives everyday, but how many of us can say we understand the nuts and bolts behind it all? In the future of work, hands on technical knowledge will become an increasingly valued skill.

Giving kids the opportunity to design, create and build their own technologies can make learning the essential 'STEAMED' skills fun and easy (science, technology, engineering, art, maths, entrepreneurship and design). With a range of tools and toys out there, kids can build the creative confidence they need while expanding skillsets across a variety of disciplines.




Resource	Audience	Platform	About	Skills
Little bits	All ages	Educational Toy	Little bits is a platform of easy-to-use electronic building blocks that let you invent anything, from your own remote control car to a smart home device. Connecting together with magnetics there's no wiring or programming needed.	Hands on with tech Design and develop Innovation Problem solving
Makey Makey	All ages	Educational Toy	An invention kit for the 21st century, it lets kids turn everyday objects into touch pads that can connect to the internet. Made for beginners and experts alike doing anything from art to engineering.	Hands on with tech Design and develop Innovation
Instructables	All ages	Website	A community website of more than 2 million people sharing their inventions and projects for others do to themselves.	Hands on with tech Connect
Ted talk - we are makers	All ages	Video	Ted Talk on inspiring others to become "makers", creating and making things that aim to solve real world problems.	Hands on with tech Innovation
Make magazine	All ages	Magazine	Magazine with instructions, articles and advice on a variety of different DIY projects.	Hands on with tech Design and develop
Kano	All ages	Educational Toy	A computer and coding kit for all ages. Children learn to build their own computer with no prior knowledge needed. Giving kids a fun way to make, play and express their creativity with technology.	Hands on with tech Design and develop



Embrace Culture
Context of information
Exchange respect
Collaboration
Build community
Real world problems



Develop Creativity
Imagine
Incorporate design
Intergrate function
Interdisciplinary approach



Utilise Connectivity
Interdisciplinary approach
Encourage collaboration
Enable technology
Information fluency
Encourage reflection