15/08/2025

Welcoming Our New STEAM Teacher
We're delighted to welcome **Mr Moran** as our new STEAM teacher! With a deep passion and expertise in all thing's technology, he's already sharing his knowledge and enthusiasm with our staff and students.

What's All the Buzz About Minecraft?
You may have heard students talking about Minecraft popping up at school and wondered, *How did that happen?* We understand that when it comes to screen time, online access, and the different experiences students bring to class, parents want to feel confident about what's happening.

Please rest assured — **Minecraft Education** hasn't been introduced to replace meaningful learning with "just gaming." Instead, it's a flexible and creative learning tool that helps students develop important skills, including:
- Design thinking
- Engineering
- Collaboration
- Digital literacy
- Problem-solving

Part of a Bigger Learning Picture
Minecraft is just one of the many programs students may use throughout the year, alongside:
- Microsoft Teams, Word, PowerPoint, Excel, Canva, Copilot
- Reading Eggs, Mathletics, Matific, Decodable Readers Australia (depending on year level)

When Does STEAM Happen?
Each class enjoys a **40-minute STEAM lesson every week**. During this time, the classroom teacher has planning release time, and students are taught by our specialist STEAM teacher, Mr Moran.

What is Minecraft?
Minecraft is one of the world's most popular creative platforms — you might have seen it in books, stories, or even movies! It's an open "sandbox" world where players can explore, build, and create. They can break, craft, and place blocks to reshape landscapes or construct incredible designs — either individually or collaboratively.

How is Minecraft Education Different?
The Education Edition is designed specifically for schools, offering extra features that keep it safe, structured, and curriculum-linked:
- **Classroom Mode:** Teachers have full control over how students interact.
- **Restricted Access:** Available only on STEAM-designated devices, not on other school computers or iPads.
- **Curriculum-Linked:** Supports lessons in subjects from reading to chemistry to coding in an engaging way.

How It Fits the Curriculum
The Australian Curriculum: Technologies includes two main strands:
1. **Digital Technologies** – computational thinking, coding, and creating digital solutions.
2. **Design and Technologies** – hands-on designing, building, and testing solutions to real problems.

Our STEAM program blends both. This term, our focus is **Digital Technologies**, with Minecraft Education supporting coding and problem-solving. Students also enjoy hands-on activities like building simple machines, working with robotics, creating construction projects, and tackling creative design challenges.

About Consent
Minecraft Education is an approved program under the Department of Education, so no additional parent consent is required.

What's Coming Up in STEAM?
We're excited to continue growing our technology offerings this year and into the future. Some initiatives on the horizon include:
- Lunch clubs
- Challenges and competitions with other schools
- 3D printing and design projects
- e-Sports as an interschool sport option