2024 SCHOOL
INFO PACK

DIGIMAKER
Programming for young Makers

PROVIDE A HEAD START IN STEM,
MAKE PROGRAMMING FUN,
CREATE CLEARER PATHWAYS TOWARDS
LIFE CHOICES AND GOALS

OUR VISION

OUR VISION IS TO PROVIDE EVERY CHILD A HEAD START IN STEM, MAKE PROGRAMMING FUN, AND CREATE CLEARER PATHWAYS TOWARDS LIFE CHOICES AND GOALS.

ABOUT US

Digimaker IS A TRUSTED PRIVATE EDUCATOR, WORKING IN COLLABORATION WITH VICTORIAN SCHOOLS TO IGNITE CHILDREN'S PASSION FOR STEM (SCIENCE, TECHNOLOGY, ENGINEERING AND MATHEMATICS) EARLY IN LIFE, THROUGH PROGRAMMING.

We are parents of inquisitive young minds ourselves and recognised how important it was to provide our children with rich learning experiences and fundamental skills. This drove us to establish Digimaker.

Today Digimaker's uniquely designed learning platform has been accepted by over 40+ Victorian schools and has successfully taught 5,000+ students.

As accomplished programming professionals with over 25 years experience, we understood the benefits of programming as a life skill, not only a vocation.

Our educators are accredited and committed ICT trainers who understand how to bring out the best in young learners. They are all thoroughly checked and approved to be Working with Children in the State of Victoria.

PROGRAMMING MADE FUN

LEARNING THROUGH GAMIFICATION

Gamification is a proven method of boosting student engagement, encouraging collaboration and enhancing learning effectiveness because we all know learners learn best when they are having fun.

At Digimaker students will -

Master Key Languages
- Scratch
- Python
- JavaScript... and more

Develop Life Skills
- Creativity
- Logical thinking
- Problem solving

Learn New Things
- Computer science concepts
- Fundamentals of programming
- Loops, Events, Randomness and more

Make
- Games
- Web pages
- Apps

Digimaker @ SCHOOL
PROGRAMS FOR YEARS 3-6

HOW WE WORK

Digimaker offers a range of programs to suit every need. Our approach is flexible and accommodates all the learning and operational requirements of students, families and schools.

Students work at their own pace, always under the watchful eye of a trained ICT educator.

Catering to all learning occasions Digimaker provides -

- ✓ Co-Curricular Programs
- ✓ Extra Curricular Programs
- ✓ Incursions
- ✓ Holiday Workshops
- ✓ Teachers PD

Term programs emphasise computational thinking and follow a structured curriculum where students are developed from beginner to advanced level.

Holiday Programs and Incursions allow students to test their curiosities in a safe and controlled environment where they are encouraged with attainable activities to build confidence and skills.

CURRICULUM

Term Programs - Duration 45-60 Minutes

Digimaker term programs emphasise computational thinking and follows a structured curriculum, progressing from beginners to advanced level. Our experienced educators engage students with real life examples of computer science concepts, encouraging them to apply these in their digital creations. This unique program pedagogy runs once a week across the entire school term.

Digimaker term program specifics -

- ✓ Weekly classes held onsite at your convenience exclusively for your students; before or after school, or during lunch for the duration of the term
- ✓ No cost to your school for administration or overheads. Term fee charged directly to parents
- ✓ Required resources - classroom, laptop/Chromebook, whiteboard, and access to Wi-Fi
- ✓ Minimum of 8 students required to commence the program
- ✓ $10M Public Liability Insurance and
- ✓ All our tutors have a valid Working With Children Check - Victoria

GET ON BOARD THE STEM REVOLUTION

WHY GET INVOLVED?

Thousands of Victorian parents are supporting Digimaker right now because they know just how important it is for their children to have options in life and find their passions at a young age.

Digimaker is a great source of continuous funds to schools through annual programs and activities.

Schools have satisfaction in knowing they have successfully empowered students with strong foundational knowledge in STEM.

GETTING STARTED IS AS EASY AS 1, 2, 3

1 Contact Us Phone/Email/Website

2 Book an Appointment

3 Plan & Promote Your Program

FOR FURTHER INFORMATION VISIT
www.digimaker.com.au
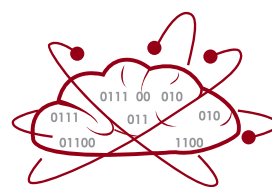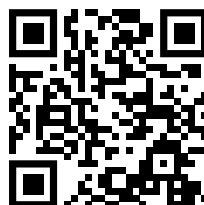
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FREQUENTLY ASKED QUESTIONS

What sort of space is required to run the session?

A classroom with table/chairs and a whiteboard is required.

What are the technology requirements to run Digimaker program at school?

Laptop or Desktop with internet connection is required.

What's the frequency of lessons?

Digimaker sessions are held once a week.

How many students are required for a class?

A minimum of 8 students are required to run a session. Maximum class size is 15 students. Multiple sessions can be offered if class size exceeded.

What are the costs involved?

There is no cost to the school. Participating student parents are invoiced directly each term.

Is there a hire or licensing contract with the school?

A hire contract can be drawn up by the school; Digimaker will pay the fee on a per term basis.

What is the class age makeup?

Students can participate in the same class from grades 3 to 6. Lessons are designed to challenge students at their respective year levels.

Does the program cater to our 'star kids'?

Digimaker program introduces students to a plethora of different programming languages. They make games, apps, webpages of varying complexity so we can easily cater to all learning levels.

What times would the session run?

- Before School – 1 hour before school day starts
- After School – for 1 hour
- Lunch time sessions can also be arranged

**Is there anything else required from the school?**

- Digimaker will provide all marketing materials, including Expression of Interest forms, to the school and manage all communications with parents/guardians.
- We ask that the school assist us with publishing the program in the school newsletter prior to beginning of each term, and provide a room so we may run an information night.
- All administration fees and program facilitation costs are borne by Digimaker.

What programming languages do students learn?

Digimaker provides a structured program with a fun way of introducing computer science concepts. Several programming languages are leveraged to impart these concepts, starting with a block-based environment (Scratch); transitioning to text-based programming using Microsoft Small Basic and Python, web-page development using Java script and making Apps with C and Java. Scratch is used as an introductory tool rather than being the sole focus.

At which schools does Digimaker currently run?

Digimaker program is currently running at 40+ schools around Melbourne, Victoria. A complete list can be found at https://www.digimaker.com.au/venues-schedule/
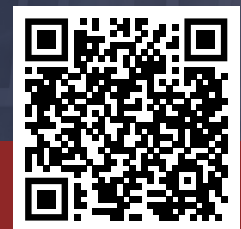
VIEW OUR WEBSITE & 50+ CO-CURRICULAR PARTNERS

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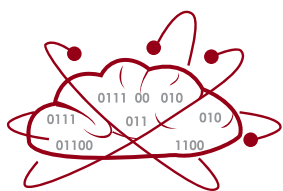
WE LOOK FORWARD TO HEARING FROM YOU AND HELPING YOUR STUDENTS EXPLORE THE AMAZING WORLD OF DIGITAL TECHNOLOGIES!

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