

Modular (9:30am – 12:00pm)

Session 1

Coding basics with buttons and LEDs

Session 2

Explore sensor inputs and real-world technology

Session 3

Build and test a functional prototype

Session 4

Upgrade and showcase the final project

Make a Desk Pet



March 7, 14, 21 & 28

Build an **interactive desk pet** that **responds to inputs and sensors!**

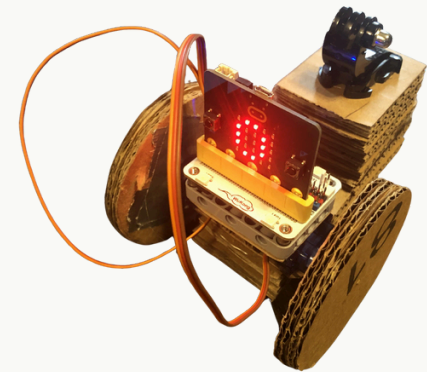
Desktop Lego Clock



April 4, 11, 18 & 25

Build a **functional desktop clock** with LEGO and micro:bit!

Moving Vehicle

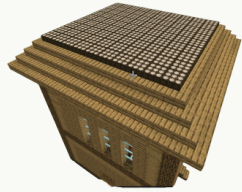


May 2, 9, 16 & 23

Build a **working vehicle** with micro:bit and sensors!

Taster (1:30pm – 4:00pm)

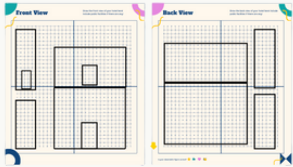
Architect: Mini Build



7 March 2026

Tools: Minecraft Education

Explore blueprints and architectural concepts while applying design thinking to build a structure in Minecraft.



3D Modelling: Simple Objects

14 March 2026

Tools: TinkerCAD

Explore basic 3D modelling concepts by designing an object in TinkerCAD and building it using cardboard.



LEGO Engineering Sprint

21 March 2026

Tools: LEGO

Apply engineering thinking to design and build a LEGO solution for a real-world challenge.



3D Modelling: Nameplate

28 March 2026

Tools: TinkerCAD

Explore 3D modelling tools and functions in TinkerCAD by designing a personalised nameplate.

