# Being a learner

What will we learn?

What happened?
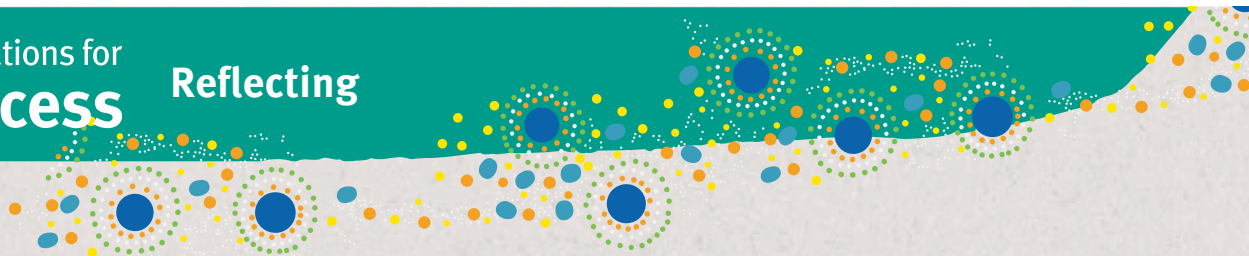
Build curiosity, creativity and imagination

Encourage problem solving and experimentation

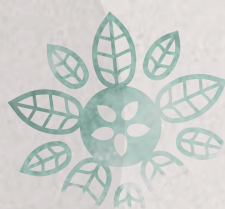Use technology to investigate and represent thinking

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What have we learnt?

Notes

Where will this learning take us?

Learning outcomes

Next steps

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