

Being a learner

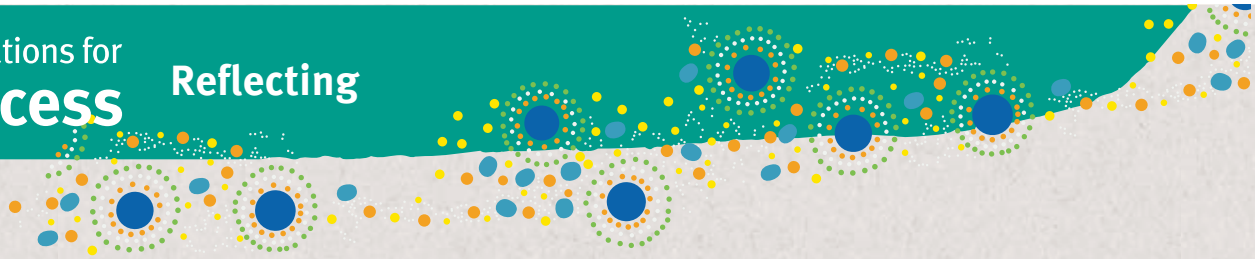
Build curiosity,
creativity and
imagination

What will we learn?

Encourage
problem
solving and
experimentation

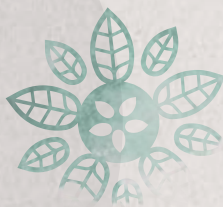
Use technology
to investigate and
represent thinking

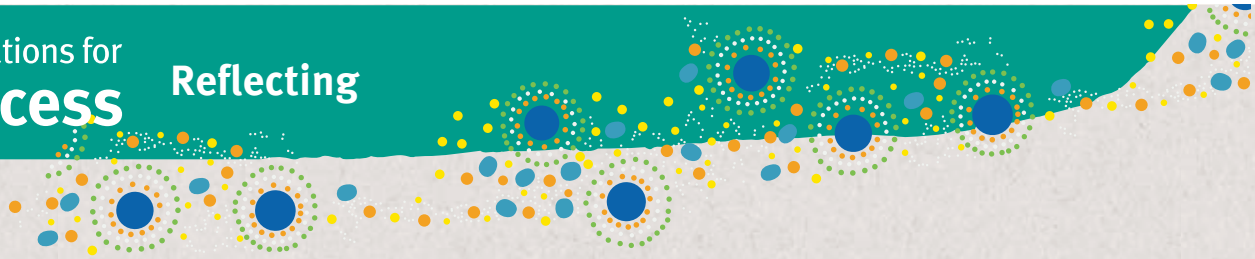
What happened?



What have we learnt?

Notes





Where will this learning take us?

Learning outcomes

Next steps