

# Level up your science teaching

EMBEDDING ICT AND EXPERIMENTS IN SCIENCE LESSONS FOR YEARS 3 AND UP

Learn how to design, create and facilitate great science lessons for students using game-based learning and embedded ICT.



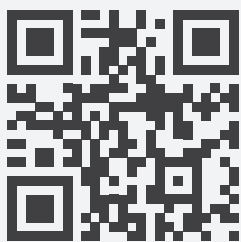
## COURSE OVERVIEW

- ✓ How science education pairs well with technology
- ✓ What a best practice experiment looks like when delivered digitally
- ✓ Innovative strategies that enhance student engagement, enjoyment and learning outcomes

## TEACHERS WILL LEARN

- ✓ How to create an effective science experiment
- ✓ How to run a digital science experiment in their classroom
- ✓ How to collect and utilise data from experiments to enhance learning

See all our available PD dates for Terms 3 and 4 here:



[arludo.com/pd](https://arludo.com/pd)

Contact our General Manager Erin on **(02) 8000 2609** or [erin@arludo.com](mailto:erin@arludo.com) if you would like to discuss further discounts for group bookings or to ask about other upcoming opportunities for teachers.

Reserve your spot here!

### NESA Accredited PD

Completing Effective Experiments: Digital Science Experiments in Classrooms will contribute 4 hours of NSW Education Standards Authority (NESA) Accredited PD in the priority area of Delivery and Assessment of NSW Curriculum/EYLF addressing Standard Descriptor(s) 2.6.2, 3.3.2, 3.4.2 from the Australian Professional Standards for Teachers towards maintaining Proficient Teacher Accreditation in NSW.

### TQI Accredited PD

This course is fully accredited for 4 hours of PD by the TQI and counts towards the Australian Professional Standards for Teachers for: 1.2 Understand how students learn, 2.6 Information and Communication Technology (ICT), and 3.3 Use teaching strategies.

