Geelong
Tech
School

2026 PROGRAM GUIDE

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PROGRAM GUIDE 2026

PROGRAM MODELS

Our program models empower all learners by fostering student agency and building skills for their future. They emphasise on developing creativity, critical thinking, and communication skills, essential for the evolving fields of science, technology, engineering, & mathematics. The programs are designed for ALL learners and can be tailored to meet the needs of students from both mainstream & specialist schools.

Please contact us if you would like to find out how we can differentiate our programs for your students' needs.

The Geelong Tech School programs are free to all partner schools & include the following:

- Transport (organised by Geelong Tech School) to & from the school
- Additional support for programs & teachers
- Access to technology & equipment

CORE PROGRAMS

DURATION **Online Modules & 1 or 2 days at GTS**

- Industry focus
- Immersive program
- Pre-learning modules completed at school
- Focus on design thinking & STEM skills
- Open-ended activities
- Cross-curricula
- Linked to Victorian Curriculum v2.0

DESIGN TO THRIVE

DURATION **2 days at industry & 2 days at GTS**

- Industry focus, including two visits to industry partners
- Focus on design thinking, student agency & STEM skills
- Presentations to industry partner representatives on the final day
- Cross-curricula
- Linked to Victorian Curriculum v2.0

PURSUING PATHWAYS

- Focus on career pathways
- Linked to DET's Career Education Framework
- Linked to soft skills and hard skills
- Aims to open students' views of their world

TECH TASTERS

DURATION **1 day at GTS**

- Introduction to technology
- Structured skill building
- Cross-curricula
- Linked to Victorian Curriculum v2.0

CORE PRO- GRAMS

ECO DATA

INDUSTRY PARTNER DEAKIN UNIVERSITY

DURATION 6 x 50min lessons & 1 day at GTS

Discover how real-time weather data and storytelling can empower you to spark change and shape Geelong's clean energy future.

The global impact of climate change and our transition to renewable energies fuels our need to understand its impacts and the opportunity to play a crucial role in the solution. The EcoData program uses live data collected from weather stations allowing students to investigate the viability of wind and solar power as an energy source in the Geelong area. They will use the power of data storytelling and visualisation to communicate key insights to increase understanding and inspiring change.

STUDENT OUTCOMES

- Identify & understand energy
- Define which energies are renewable & non-renewable
- Use STRUT dashboard to explore live data from the region
- Make calculations using data samples
- Utilise data storytelling & create digital visualisations. to communicate key insights

MAIN CURRICULUM FOCUS

Sustainability, Science, Mathematics, Technologies, Critical & Creative Thinking

SUBJECT SELECTION VCE

- Environmental Science
- Visual Communication Design
- Mathematics
- Information and Communications Technology
- Applied Computing
- Physics

STUDY AT THE GORDON

- ICT30120 Certificate III in Information Technology
- CUA30720 Certificate III in Design Fundamentals (Design Basics)
- 22632VIC Certificate II in Engineering Studies
- UEE30820 Certificate III in Electrotechnology Electrician
- TLI30321 Certificate III in Supply Chain Operations

POTENTIAL CAREER OPTIONS

- Engineer
- Data Analyst
- Solar Engineer
- Solar Energy Researcher
- Wind Farm Engineer

PROGRAM DELIVERY

MODULE 1 1 x 50 min	MODULE 2 2 x 50 min	MODULE 3 1 x 50 min	MODULE 4 2 x 50 min	MODULE 5 Full day at GTS
Understanding energy & power.	Investigating energy sources.	How to use the STRUT dashboard & perform a classroom audit.	Understanding data with wind & solar.	Data Storytelling.

SCAN FOR MORE INFORMATION & TO BOOK THIS PROGRAM

EVERYONE'S A GAMER

INDUSTRY PARTNER genU

DURATION 6 x 50min lessons & 1 day at GTS

Australia's game industry is booming — with $330M+ in revenue and 28% of studios in Victoria. Now's the time to design games that everyone can play.

Our industry partner GenU Gamer is helping young people boost their interpersonal skills, build friendships, and form meaningful relationships through play.

Humans have been playing games for centuries — and for good reason. Games bring people together, spark connection, and create shared experiences. With GenU Gamer as a industry partner students will build on this tradition by using inclusive, accessible game design to foster community and creativity.

They'll also explore cutting-edge technologies, including adaptive controllers and accessibility tools, to ensure everyone can play—regardless of physical ability while using industry standard game engines.

STUDENT OUTCOMES

- Design & develop in Unreal Engine 5
- Implement game design principles to craft engaging gameplay that follows the fun
- Analyse accessibility in gaming
- Empathise & understand how to remove barriers to create experiences that are playable by people of all abilities
- Prototype using adaptive controllers to support inclusive gameplay
- Identify future careers in game design & development.

MAIN CURRICULUM FOCUS

The Arts, Technologies, Personal and Social Capability, Critical & Creative Thinking, Ethical Capability

SUBJECT SELECTION VCE

- Product Design and Technology
- Applied Computing
- Systems Engineering
- Mathematics
- Physics

STUDY AT THE GORDON

- CUA30720 Certificate III in Design Fundamentals (Design Basics)
- CUA30720 Certificate III in Design Fundamentals (Graphic Design)
- CUA50720 Diploma of Graphic Design
- CUA31020 Certificate III in Screen and Media (3D Game Design)
- CUA31020 Certificate III in Screen and Media

POTENTIAL CAREER OPTIONS

- Game Programmer / Engineer
- Game Artist
- 3D Artist
- Designer
- Producer
- Quality Assurance
- Narrative Designer

PROGRAM DELIVERY

MODULE 1	MODULE 2	MODULE 3	MODULE 4	MODULE 5
1 x 50 min	1 x 50 min	2 x 50 min	2 x 50 min	Full day at GTS
Investigate the games industry.	Gaming for everyone & understanding our audience.	Use game design principles & follow the fun to start creating new ideas.	Create an elevator pitch for your own game idea.	Develop a game prototype with adaptive gaming principles.

SCAN FOR MORE INFORMATION & TO BOOK THIS PROGRAM

FUTURE BRICKS

INDUSTRY PARTNER Austeng

DURATION 3 x 50min lessons & 1 day at The Gordon's East Campus

Residential development forecasting predicts that the number of dwellings in the City of Greater Geelong will increase by an average of 2,112 dwellings per annum to 149,346 in 2036.

Austeng is a local engineering company that is investigating hemp bricks as a sustainable alternative to clay bricks. To assess the feasibility of hemp bricks as a commercially viable building product, Ross George from Austeng is calling on schools in the Geelong region to collect data from hemp bricks.

STUDENT OUTCOMES

- Interpret the design brief/challenge
- Investigate conventional bricks & hempcrete
- Design & create hemp bricks
- Carry out testing using credible processes
- Collate & analyse data
- Reflect on processes & results

MAIN CURRICULUM FOCUS

Science, Mathematics, Technologies, Sustainability, Critical and Creative Thinking

SUBJECT SELECTION VCE

- Product Design and Technology
- Applied Computing
- Mathematics
- Physics
- Chemistry

STUDY AT THE GORDON

- CPC33020 Certificate III in Bricklaying and Blocklaying
- BSB41419 Certificate IV in Work Health and Safety
- BSB51319 Diploma of Work Health and Safety
- 22627VIC Advanced Diploma of Building Design (Architectural)

POTENTIAL CAREER OPTIONS

- Architect
- Project Manager
- Designer
- Educator
- Builder

PROGRAM DELIVERY

MODULE 1	MODULE 2	MODULE 3	MODULE 4
1 x 50 min	1 x 50 min	Full Day	1 x 50 min
Investigation of population growth & the need for sustainable building materials.	Investigate the production of hemp & hempcrete as an alternative building material.	Testing & data collection of hemp bricks in comparison to clay bricks.	Evaluate & interpret brick data, form conclusions by critical synthesis of investigation.

SCAN FOR MORE INFORMATION & TO BOOK THIS PROGRAM

FUTURE FASHION

INDUSTRY PARTNER national wool museum

DURATION 6 x 50min lessons & 1 day at GTS

The National Wool Museum is calling on local students to design a fashion accessory that incorporates wearable technology and sustainable practices.

Students will work to a design brief, learning key design and prototyping techniques and how to use electronic circuits. They'll consider the fashion and textile industries in the context of technological progress and give a second life to discarded fabric and clothing. Future Fashion empowers students to understand that they can make a difference through design.

STUDENT OUTCOMES

- Recognise that the fashion & textile industries are advancing technologically & have ethical & sustainability responsibilities
- Understand simple electronic circuits & how they can be integrated into a fashion accessory
- Build a wearable tech prototype using both sewing machine & hand sewing techniques
- Experience & reflect on the design thinking journey

MAIN CURRICULUM FOCUS

The Arts, Technologies, Sustainability, Personal and Social Capability

SUBJECT SELECTION VCE

- Product Design and Technology
- Applied Computing
- Applied Fashion Design and Technology
- Art Creative Practice

STUDY AT THE GORDON

- CUA30720 Certificate III in Design Fundamentals (Design Basics)
- CUA41320 Certificate IV in Visual Arts
- ICT30120 Certificate III in Information Technology

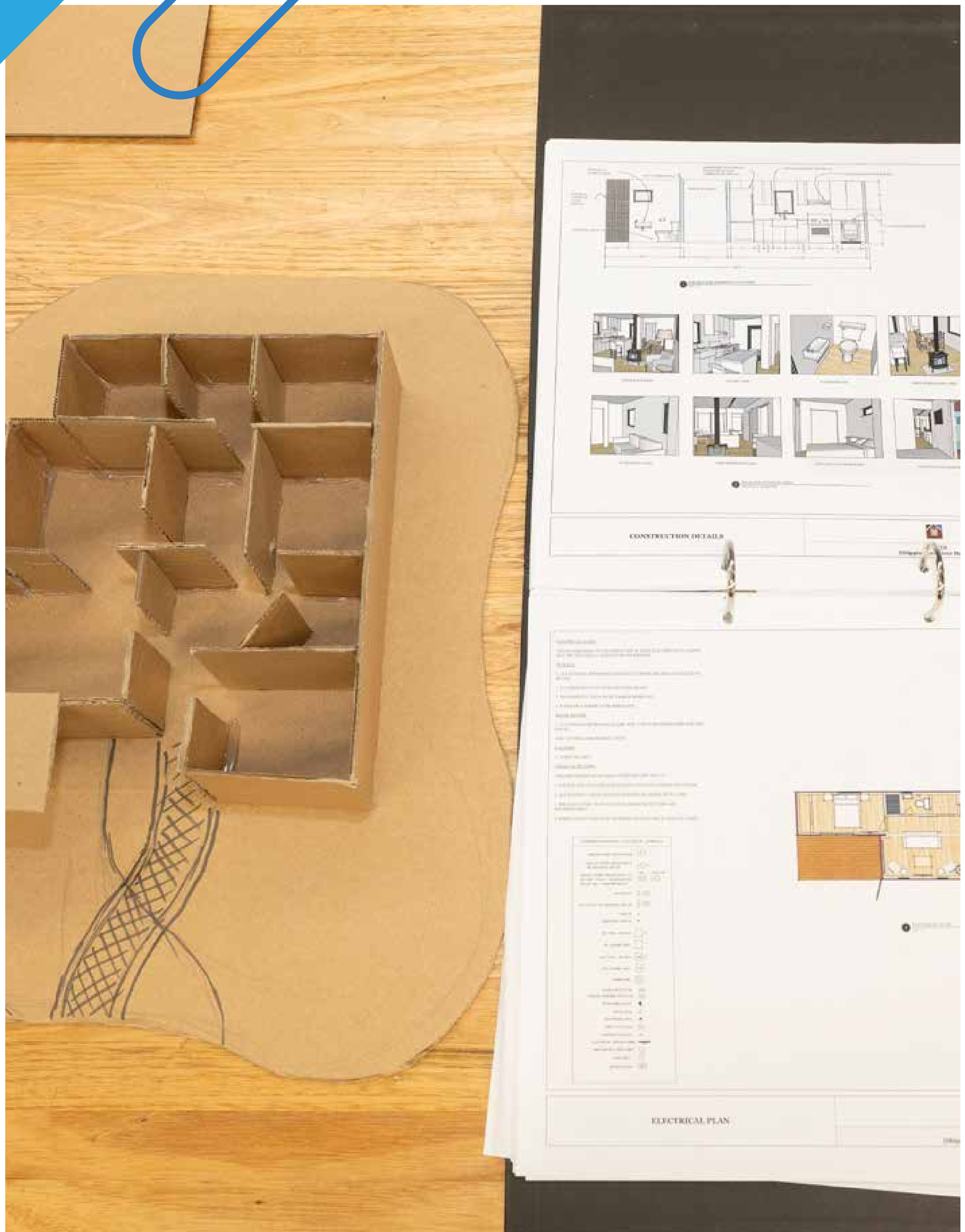
POTENTIAL CAREER OPTIONS

- Project Manager
- Designer
- Educator
- Fashion Designer
- Costume Designer
- Textile Artist
- Textile Designer

PROGRAM DELIVERY

MODULE 1 2 x 50 min	MODULE 2 2 x 50 min	MODULE 3 2 x 50 min	MODULE 4 Full day at GTS
Fashion & advancement in textile technologies.	Project brief & wearable technology.	Design thinking process.	Wearable technology prototyping & sewing circuits.

SCAN FOR MORE INFORMATION & TO BOOK THIS PROGRAM



RE-URBANISE

INDUSTRY PARTNER DEAKIN UNIVERSITY

DURATION **5 x 50min lessons & 1 day at GTS**

With our current housing and environmental challenges how can we design our cities to be sustainable, healthy and affordable places to live?

In the next 20 years, Geelong is forecast to have a population increase of 37%. Most of this population growth will occur on Geelong's urban fringe, but is this the best way for our city to grow and for us to live?

Re-Urbanise explores the development of urbanism and urban design, investigating new possibilities and implications around densification, human centred design, "missing middle" housing, sustainability, governance and living. Students will holistically prototype an urban redevelopment and take ownership in the urbanised world they will inherit.

STUDENT OUTCOMES

- Learn how Geelong has been developed & zoned
- Apply urban & macroeconomic growth models
- Examine international case studies to quantify factors that influence urban form, sustainability & affordability
- Understand the roles of architects, urban planners & urban designers
- Analyse urban planning key concepts & goals
- Explore contemporary practices & near future proposals to combat housing quality & affordability
- Experience instrumental architectural projects
- Design a sustainable densification model utilising digital tools & architectural model making

MAIN CURRICULUM FOCUS

Technologies, Humanities, Mathematics, Sustainability, The Arts, Critical & Creative Thinking, Intercultural Capability

SUBJECT SELECTION VCE

- Product Design and Technology
- Applied Computing
- Geography
- Mathematics
- Environmental Science

STUDY AT THE GORDON

- ICT30120 Certificate III in Information Technology
- CUA30720 Certificate III in Design Fundamentals (Design Basics)
- CPC40120 Certificate IV in Building and Construction (Building)
- 22627VIC Advanced Diploma of Building Design (Architectural)
- Deakin & Torrens universities offer Gordon students entry & credit towards selected bachelor degrees. You can apply near the end of your Diploma or Advanced Diploma.

POTENTIAL CAREER OPTIONS

- Town Planner
- Engineer
- Policy Maker
- Council
- Local Government
- Industry Regulator
- Architect

PROGRAM DELIVERY

MODULE 1 2 x 50 min	MODULE 2 1 x 50 min	MODULE 3 1 x 50 min	MODULE 4 1 x 50 min	MODULE 5 Full day at GTS
Explore Geelong's urban history & development, investigating interactive zoning maps & policies.	Explore international case studies to understand what factors effect urban form & affordability.	Investigate architectural & urban concepts & practices.	Examine the need for more sustainable & dense housing such as the missing middle.	Students bring their ideal missing middle solution to life with architectural model making & digital tools.

SCAN FOR MORE INFORMATION & TO BOOK THIS PROGRAM

THE [RE]GENERATION

INDUSTRY PARTNER

DURATION 4 x 50min lessons & 1 day at GTS

Video gaming is one of the biggest communication mediums on the planet, and our transition to renewable energy sources is one of the biggest challenges facing the world.

Students will explore climate change, renewable energy sources and storage before arriving at the Tech School to test their environmental stewardship and cooperative problem solving against an expansive RPG-survival adventure game, The [Re]Generation.

Aligned with curriculum goals, the game offers a dynamic platform to reinforce classroom lessons on environmental sciences, electricity generation, social studies, and critical thinking. The [Re]Generation serves as a catalyst for experiential learning, preparing the next generation to tackle real-world challenges through informed decision-making and collaborative problem-solving.

STUDENT OUTCOMES

- Explore the effects of climate change
- Understand the differences between renewable & non-renewable energies
- Have knowledge of each type of emerging & established renewable energies
- Investigate the challenges of energy storage & transmission
- Collaboratively test their knowledge using a custom built video game

MAIN CURRICULUM FOCUS

Science, Humanities, Technologies, The Arts, Critical & Creative Thinking

SUBJECT SELECTION VCE

- Applied Computing
- Environmental Science
- Mathematics
- Information and Communications Technology
- Physics

STUDY AT THE GORDON

- ICT30120 Certificate III in Information Technology
- CUA30720 Certificate III in Design Fundamentals (Design Basics)
- TLI30321 Certificate III in Supply Chain Operations

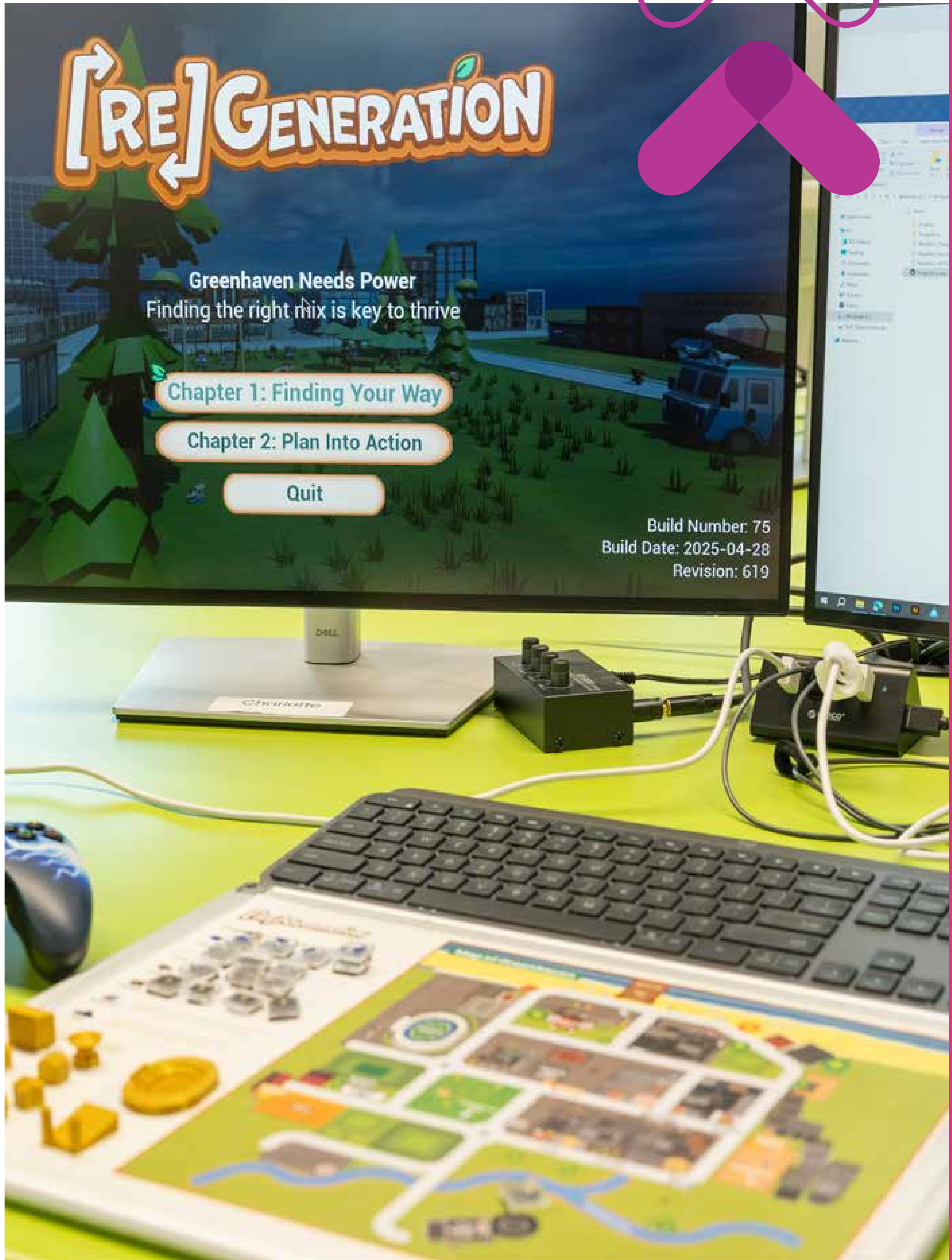
POTENTIAL CAREER OPTIONS

- Applied Computing
- Environmental Science
- Mathematics
- Information and Communications Technology
- Physics

PROGRAM DELIVERY

MODULE 1 1 x 50 min	MODULE 2 1 x 50 min	MODULE 3 1 x 50 min	MODULE 4 1 x 50 min	MODULE 5 Full day at GTS
Learn about climate change & its global challenges.	Explore the different types of renewable energy sources both established & emerging.	Investigate the challenges surrounding storing renewable energy & transporting it.	Introduction to serious games & their abilities to spark behavioural change.	Play our expansive RPG-survival adventure & discuss our journey to NetZero.

SCAN FOR MORE INFORMATION & TO BOOK THIS PROGRAM



DESIGN T O THRIVE

FOOD SYSTEMS

INDUSTRY PARTNER

DURATION 2 days at industry & 2 days at GTS

Work with our industry partners to create solutions and value-adds within the local food production sector.

A fully immersive 4-day Design Thinking program in collaboration with Common Ground Project, the City of Greater Geelong Compost Facility and the Botanical Gardens*. Students discover local food production initiatives through industry visits and work through the design process to address challenges and value-adds identified on site.

***Whether we visit the compost facility OR the botanical gardens is dependent on availability.**

STUDENT OUTCOMES

- Interpret the design brief
- Define & document a problem/value-add
- Examine & analyse appropriate solutions
- Ideate, brainstorm, define & map a solution proposal
- Explore & gain a range of technology & prototyping skills
- Prototype & test solution
- Pitch to industry partners

MAIN CURRICULUM FOCUS

Science, Humanities, Technologies, Personal and Social Capability, VM

SUBJECT SELECTION VCE

- Food Studies
- Agricultural and Horticultural Studies
- Product Design and Technology
- Applied Computing
- Environmental Science
- Agricultural and Horticultural Studies

STUDY AT THE GORDON

- AHC30722 Certificate III in Horticulture
- AHC31024 Certificate III in Parks and Gardens
- AHC31124 Certificate III in Nursery Operations
- AHC30921 Certificate III in Landscape Construction
- 22632VIC VETDSS - Certificate II in Engineering Studies
- ICT30120 VETDSS - Certificate III in Information Technology

POTENTIAL CAREER OPTIONS

- Horticulturist
- Landscape Designer
- Agronomist
- Farm Manager
- Irrigation Specialist
- Agricultural Technician

PROGRAM DELIVERY

DAY 1	DAY 2	DAY 3	DAY 4
COGG Compost / Botanical Gardens	Common Ground Project	Geelong Tech School	Geelong Tech School
EMPATHISE & DEFINE	**EMPATHISE & DEFINE**	**IDEATE & PROTOTYPE**	**TEST & PRESENT**
Tour the compost facility or botanical gardens to understand their roles in food production as well as unpack the design brief.	Participate in sessions with Common Ground staff to understand their mission & the challenges they face as a social enterprise.	Work through the design process, identify a challenge, design a solution & begin prototyping. Use a range of emerging technologies to prototype designs.	Finalise prototypes & present them to City of Greater Geelong and Common Ground Project staff via Zoom.

SCAN FOR MORE INFORMATION & TO BOOK THIS PROGRAM

CONSERVATION & CULTURE

INDUSTRY PARTNER

DURATION 2 days at industry & 2 days at GTS

Work with Parks Victoria to create a solution for real-world problems in conservation and environmental science.

A fully immersive 4-day Design Thinking program in collaboration with Parks Victoria. Students explore a range of technology options and participate in industry visits while working through the design process to address challenges linked to the industry culminating in students presenting their outcomes by communities in need.

STUDENT OUTCOMES

- Interpret the design brief
- Define & document a problem
- Examine & analyse appropriate solutions
- Ideate, brainstorm, define & map a solution proposal
- Gain & extend a range of technology & prototyping skills
- Prototype & test solution
- Pitch to Parks Victoria staff

MAIN CURRICULUM FOCUS

Science, Humanities, Technologies, Digital Literacy, Intercultural Capability, VM

SUBJECT SELECTION VCE

- Product Design and Technology
- Applied Computing
- Environmental Science
- Agricultural and Horticultural Studies

STUDY AT THE GORDON

- ACM20121 Certificate II in Animal Care
- AHC31024 Certificate III in Parks and Gardens
- SCNAW01444 Part 1 Introduction to Wildlife Care
- SCNAW01829 Wildlife Rescue and First Aid Techniques

POTENTIAL CAREER OPTIONS

- Park Ranger
- Conservation Consultant
- Park Designer
- Educator

PROGRAM DELIVERY

DAY 1	DAY 2	DAY 3	DAY 4
You Yangs Regional Park	Serendip Sanctuary	Geelong Tech School	Geelong Tech School
EMPATHISE & DEFINE	**EMPATHISE & DEFINE**	**IDEATE & PROTOTYPE**	**TEST & PRESENT**
Participate in sessions with Parks Victoria rangers to understand challenges within the reserve.	Discover the design thinking process, the project brief & challenges within the sanctuary.	Work through the design process, identify a challenge, design a solution & begin prototyping. Use a range of emerging technologies to prototype designs.	Finalise prototypes & present them to Parks Victoria staff via Zoom.

SCAN FOR MORE INFORMATION & TO BOOK THIS PROGRAM

PUR-SUING PATHWAYS

A day in the life of a Solar Scientist

INDUSTRY PARTNER DEAKIN UNIVERSITY

DURATION **1 day at GTS**

Experience a day in the life of a Solar Scientist!

Step into the shoes of a Solar Scientist for the day. Students will make their own dye-sensitised solar cell, test whether it works and then explore how it stacks up against standard solar technology. Along the way, they'll get a glimpse into real-world renewable energy research and the future of clean power.

SOFT SKILLS

- Collaboration
- Teamwork
- Problem Solving
- Analytical skills

HARD SKILLS

- Lab Techniques
- Mathematics
- Soldering & basic wiring
- Physics calculations
- Material Science

MAIN CURRICULUM FOCUS

Sustainability, Science, Technologies, Critical & Creative Thinking

FURTHER STUDY PATHWAY

SECONDARY	SUBJECTS
YEAR LEVEL 9 and 10	› Mathematics › Science › Technology / STEM electives
YEAR LEVEL 11, 12, VCE/VM	› Mathematical Methods and/or Specialist Mathematics › Physics › Chemistry › VCE Vocational Major (VCE VM)

TERTIARY	COURSES
the Gordon	› Certificate IV in Laboratory Techniques › Diploma of Laboratory Technology › Certificate II in Electrotechnology › Certificate III in Electrotechnology Electrician
DEAKIN UNIVERSITY	› Bachelor of Engineering › Bachelor of Science › Bachelor of Environmental Science and Sustainability

SCAN FOR MORE INFORMATION
& TO BOOK THIS PROGRAM

A day in the life of a Cyber Security Expert

INDUSTRY PARTNER

DURATION **1 day at GTS**

Experience a day in the life of a Cyber Security Expert!

Step into the shoes of a Cyber Security Expert for the day. Students will learn about some of the cyber security threats faced within critical infrastructure and the work cyber security professionals do to keep us all safe. They will build upon their coding skills to test the security of a simulated green electricity grid.

SOFT SKILLS

- Collaboration
- Teamwork
- Problem Solving
- Analytical skills
- Critical Thinking

HARD SKILLS

- Text based coding
- Working with databases
- Incident response
- Network security

MAIN CURRICULUM FOCUS

Digital Literacy, Mathematics, Personal and Social Capabilities

FURTHER STUDY PATHWAY

SECONDARY	SUBJECTS
YEAR LEVEL 9 and 10	Mathematics Science English Technology / STEM electives
YEAR LEVEL 11, 12, VCE/VM	Mathematics Technology / Computing Science English VCE Vocational Major (VCE VM)

TERTIARY	COURSES
the Gordon	Certificate III in Information Technology Certificate IV in Cyber Security Advanced Diploma of Cyber Security
DEAKIN UNIVERSITY	Bachelor of Cyber Security Bachelor of Data Science Bachelor of Artificial Intelligence

SCAN FOR MORE INFORMATION & TO BOOK THIS PROGRAM

Design Your Life

INDUSTRY PARTNER

STANFORD

DURATION **3 Full Days at GTS**

Did you know that only 20% of young people know what they are passionate about? Or that in their lifetime the next generation is predicted to have 16-17 jobs over 5 to 7 careers?

We all want to support our students to be leaders and find pathways that follow their aspirations that lead to a fulfilling life. Our Design Your Life course (licenced from Stanford University and adapted for our partner schools) applies the innovation principles of design thinking to the important questions of designing your life; teaching the tools, concepts and workflows that lend insights that empower participants to find out what they want to grow into as well as how to prototype their way there. This innovative and world renowned course enables and challenges students to take ownership and build leadership in being the architects of their life plan, giving them the means to explore, test, adapt and collaborate their futures.

STUDENT OUTCOMES

- Undertake an innovative & transformative learning program with life long impact geared towards subject selection & pathway decisions.
- Gain insights through life design tools & personal experiences
- Create a 5 year odyssey plan
- Gamify life balance & life planning
- Reflect on their worldview & build congruence
- Create a 12 month life prototyping action plan

VICTORIAN CAREER EDUCATION FRAMEWORK

- Know yourself
- Know your world
- Manage your future

MAIN CURRICULUM FOCUS

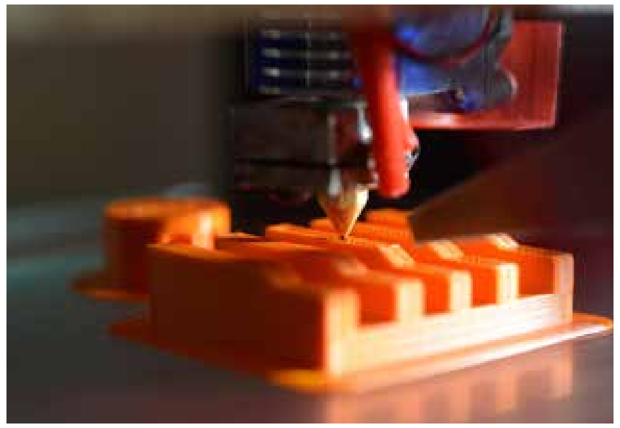
Critical and Creative thinking, Ethical Capability, Personal and Social Capabilities

PROGRAM DELIVERY

DAY 1 Geelong Tech School	DAY 2 Geelong Tech School	DAY 3 Geelong Tech School
EMPATHY & DEFINITION	**IDEATION & PROTOTYPING**	**PROTOTYPING & TESTING**
Investigate what makes a good life & career, how our beliefs inform our thinking & how design thinking mindsets help us get unstuck.	Gain tools & use insights from self collected data to maximise our solution space & craft compelling, authentic plans.	Build life prototyping skills such as Odyssey planning, life design interviews & decision engineering, crafting a personal 12 month life design action plan to turbo charge student growth.

SCAN FOR MORE INFORMATION & TO BOOK THIS PROGRAM

TECH TAST- ERS



APP, APP & AWAY

In early 2025, Australia had 34.4 million cellular mobile connections and more than 1.1 billion app downloads. A number that is projected to keep growing over the coming years.

Students in this course will explore visual language, user interface (UI), and user experience (UX) design, with a focus on creating interactive outcomes. They will choose from a selection of design briefs and be provided with graphic assets to develop a mobile app. Following the design process, students will begin by sketching their ideas, then move into Figma, an industry leading web development tool, to create a functional mobile app prototype.

Program Outline

- Explore visual language.
- Introduction to UI & UX design principles.
- Introduction to Figma.
- Create mobile prototype.

Student Outcomes

- Use Figma to design & prototype an app.
- Create a minimum of 5 unique screens.
- Test their prototype on a mobile device.
- Present final product.

Victorian Curriculum links

- Technologies
- The Arts
- Digital Literacy
- Critical & Creative Thinking

CAD IT

We live in a built world.

Learn about engineering and industrial design by designing your own product prototype. CAD It introduces students to industry-standard software for Computer-Aided Design (CAD) and 3D printing, allowing students to engage in hands-on learning in tutorials on how to design, 3D print and prototype their own products.

Students also engage in a hands-on dimensions drawing workshop.

Program Outline

- Introduction to Computer-Aided Design (CAD) & Autodesk Fusion 360 software.
- Design & manufacture a 3D printed product.
- Introduction to 3D printing.
- CAD challenges: measuring, drafting, & modelling.
- Extensions in dimensioned drawing, rendering & simulation are also available.

Student Outcomes

- Gain an understanding of CAD & rapid manufacturing.
- Learn measurement & drafting skills used in CAD.
- Design & prototype their own product.
- Develop skills in 3D printing.

Victorian Curriculum links

- Technologies
- The Arts
- Mathematics
- Critical & Creative Thinking
- Digital Literacy

CINEHAIKU

Students will create a short three-part film, with a total runtime of no more than 30 seconds, including a title and credits.

Inspired by the concise structure of a haiku, students will engage in the interpretation, planning, and production of their short film. Filming will take place in the Tech School's new media production stage, equipped with customisable lighting, studio backdrops, audio recording, and a green screen for agile creative control.

Program Outline

- Explore short film & cinema.
- Interpret & visualise a haiku as a short film.
- Capture their ideas in moving image.
- Record the Haiku for voice over.
- Edit video footage.
- Present film.

Student Outcomes

- Gain an understanding of film & cinema.
- Collaboratively plan & produce a short film.
- Learn recording techniques.
- Learn how to post-produce & edit.
- Create a short film.

Victorian Curriculum links

- English
- Technologies
- The Arts
- Critical & Creative Thinking
- Digital Literacy

GAME DESIGN

The video game industry in Australia has grown 22% in the last 3 years and will be worth well over $300 Billion to the global economy in the next couple of years.

Students will explore the principles of game design and what makes a game fun. Students will be introduced to Unreal Engine through a custom developed template by our facilitators that covers the basics and more in getting started. Students will then use this knowledge to create a playable obstacle course themed prototype from a catalogue of customisable assets.

Program Outline

- Explore the principles of game design.
- Learn the basics of Unreal Engine in a custom developed template.
- Plan, develop & create an obstacle course style level.

Student Outcomes

- An understanding of game design principles.
- Learn the basics of Unreal Engine.
- Create an obstacle course themed level.

Victorian Curriculum links

- Technologies
- The Arts
- Mathematics
- Critical & Creative Thinking
- Digital Literacy

LASER MAKE

Laser Make starts with pencil and paper, moves along to the computer, the laser cutter and ends with some paint pens.

Students are given a design brief and work in pairs to create the Tech School's version of a snow globe. Using Adobe Illustrator we take initial drawings and ideas to the computer, using the shape, pen, shape builder and pathfinder tools, students create layered assets to be cut in our laser cutter for final gluing and painting.

Program Outline

- Engaging in drawing exercises to aid design ideas & ideation.
- Introduction to Adobe Illustrator.
- Draw idea using Adobe Illustrator.
- Prepare print file for cutting by laser cutter.
- Paint & assemble snow globe.

Student Outcomes

- Learn Adobe Illustrator skills.
- Gain confidence in their technical drawing & measurement skills.
- Work collaboratively & foster creativity by meeting a design brief using design thinking.
- Ideate a design solution in Adobe Illustrator & create a laser-cut product.

Victorian Curriculum links

- Technologies
- Mathematics
- The Arts
- Digital Literacy

PODCAST PIONEERS

Empower your students to find their voice and unleash their creativity as they produce, record, & edit their very own podcast episode.

This engaging program introduces students to the exciting world of podcasting, where they'll learn to plan, record, and edit audio stories in small groups. Each team will create a 4–5 minute segment that contributes to a collaborative class podcast, showcasing diverse voices and perspectives. Through hands-on experience, students will build skills in scriptwriting, interviewing, and digital audio production, culminating in a published podcast they can proudly share.

Program Outline

- Explore podcast formats & storytelling techniques.
- Learn basics of audio recording & editing.
- Understand audience engagement & podcast structure.
- Practice collaboration & creative planning in teams.

Student Outcomes

- Collaboratively write scripts & interview questions.
- Brainstorm ideas & prepare run sheet.
- Record podcast in real studio setting.
- Use audio software to edit recording.

Victorian Curriculum links

- The Arts
- English
- Technologies
- Digital Literacy
- Critical & Creative Thinking

REAL LIFE ANIMATED

Using our industry standard motion capture system students will create and animate a 3D character with their own motion data.

The character will then be placed in a student created environment produced in Blender to create a short animation.

Program Outline

- Introduction to Motion Capture, & how & why it is used.
- Create a 3D character.
- Create a 3D environment.
- Capture motion data in MoCap suit.
- Apply motion data to 3D character.

Student Outcomes

- Gain an understanding of Motion Capture.
- Collaboratively develop a performance.
- Introduction to Blender.
- Create 3D digital assets.
- Create a short animation.

Victorian Curriculum links

- Technologies
- The Arts
- Science
- Digital Literacy

REUSE REVOLUTION

The Reuse Revolution is a hands-on activity day where students learn about the process of sorting, reusing and injection moulding plastic.

Students will dive into the world of plastics—learning how different types are identified, recycled, and transformed. Then, they'll bring their creativity to life by designing and injection moulding their own unique item. It's a hands-on introduction to sustainability, design, and modern manufacturing.

Program Outline

- Injection Mould recycled plastics.
- Design an item using recycled plastic to promote a circular economy.
- Critical & creative thinking.

Student Outcomes

- Identify different types of plastics.
- Use different types of machinery to shred & injection mould plastic.
- Understand the implications of mixing types, shredding & remoulding plastic.
- Apply design solutions to reuse recycle product design.

Victorian Curriculum links

- Sustainability
- Science
- Technologies
- Digital Literacy

STREET ART

Exploring creative expression in the real and digital worlds.

Dive into the world of street art—a powerful form of public artwork that transforms everyday spaces like walls, laneways, and buildings into vibrant, thought-provoking canvases. From colourful murals and paste ups to stencil art and tags, students will explore how street art can tell stories, reflect personal and social messages; and build a stronger sense of identity and community.

Building on this, students will discover how Augmented Reality (AR) can bring their street art to life in exciting new ways through iPads, offering immersive and interactive experiences.

Program Outline

- Explore the history & impact of street art around the world.
- Use iPads & Adobe Fresco.
- A walking tour of Central Geelong's Street Art.
- Create & animate their own artwork.
- Create an Augmented Reality Environment for their artwork.

Student Outcomes

- Respond to & interpret street art.
- Create a piece of digital art.
- Create an AR experience.

Victorian Curriculum links

- Visual Arts
- Technologies
- Critical & Creative Thinking
- Personal & Social Capability

TINKER TIME

Build an exciting mini-golf course using cardboard, robotics and Snap! coding.

A full day workshop at the Geelong Tech School. Students will use the Hummingbird robotics kit to design and create an automated mini-golf course.

Program Outline

- Design a golf hole as part of the class miniature golf course.
- Prototype the design using cardboard & a range of materials.
- Write programs to automate the structure, using sensors to enable lights & motors.
- Test & modify the design.

Student Outcomes

- Understand & practice the design process.
- Create a concept design.
- Prototype the concept design.
- Gain skills in using servos, motors & sensors.
- Learn & practice introductory coding.

Victorian Curriculum links

- Mathematics
- Technologies
- Critical & Creative Thinking
- Personal & Social Capability

URBAN BEE-OLOGY

Design green spaces that bring nature back into our cities and support thriving ecosystems.

Students will investigate the vital role pollinators play in urban ecosystems, then design pollinator-friendly green spaces. Using Twinmotion, a professional-grade design tool, they'll bring their ideas to life—then step into their creations through immersive virtual reality, experiencing first-hand how their designs could transform city environments.

Program Outline

- Identify pollinators & the importance of green spaces.
- Plan & design green spaces.
- Learn the basics of Twinmotion to create custom green space.
- Use VR to design through Experience.

Student Outcomes

- Gain an understanding of green spaces & supporting ecosystems in cities.
- Design & build shared green spaces.
- Produce high-quality VR visualisations using Twinmotion.

Victorian Curriculum links

- The Arts
- Technologies
- Science
- Sustainability
- Critical & Creative Thinking

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