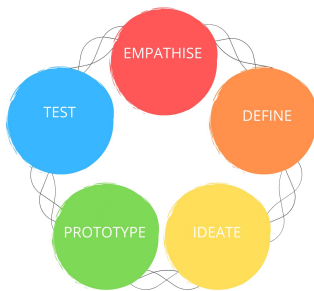


Inquiry Based Home Learning - A Guide for Parents

During our current inquiry we have been investigating different **perspectives** on **technology**. We started the inquiry by looking at the definition of technology:

Technology = science or knowledge put into practical use to solve problems or invent useful tools. (yourdictionary.com)

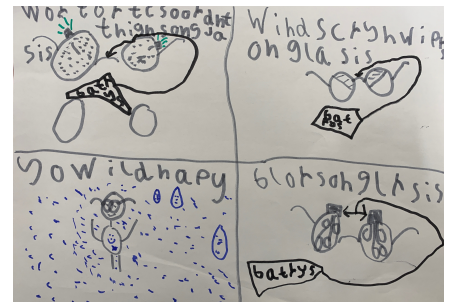
We have been looking at historical inventions, new inventions, analysing what technology is, and creating our own inventions. One interesting thing that we have found out is that when people think of technology they often associate it with computers, machines and things that use electricity. We have discovered that tools like tables and spoons are classified as technology - they were invented to solve a problem.



During the second half of the inquiry we have been using a **Design Thinking** process to help solve problems in the community. You may have already sent in your problems - we have started working on some of them! The design process is fairly straightforward - find someone with a problem, come up with at least 3 different ideas to solve the problem (think big and wild!), share the ideas with the person who has the problem to get feedback, decide on one idea and then make a prototype from junk materials.

Here's how you can do it with your child:

1. Ask family members or friends (by email, what's app, Skype, FaceTime, telephone) if they have any problems. You could give them some examples like, 'I always forget my shopping bags when I go to the shops', or 'My dogs get wet and muddy when I take them for a walk in the winter'. Collect the problems and choose one to work on.
2. Draw at least 3 different ideas that could help solve the problem. Go wild and think BIG! It doesn't have to be something that you can actually make - this is the time to set your imagination free!
3. Send your ideas to the person who has the problem. Ask them what they think. What questions do they have? Which ideas do they like?
4. Using their feedback come up with one final idea - you might end up snapping together a few ideas!
5. Make a prototype. This is a model that shows what the solution will look like. You can use boxes, card, tape, string, junk materials - whatever you can find.
6. Take a photo of the prototype and send it to the person who has the problem. Get their final feedback.



We would LOVE to see how your learning unfolds! Take photos during each stage and write down the conversations that you are having. Send it to us and we'll add it to your Tapestry learning journal.

HAVE FUN CREATING!