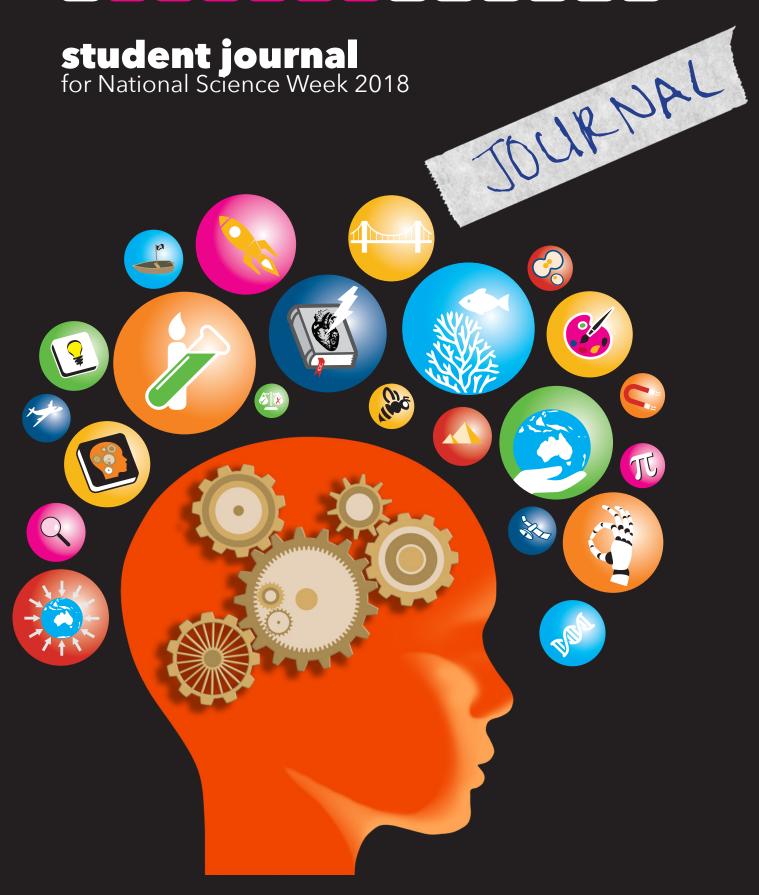
GAMECHANGERS &CHANGEMAKERS











1. Define

What is the problem?

2. Discover

Research

3. DREAM

Using what you've learned, draw/write about your solution ideas!

4. Design

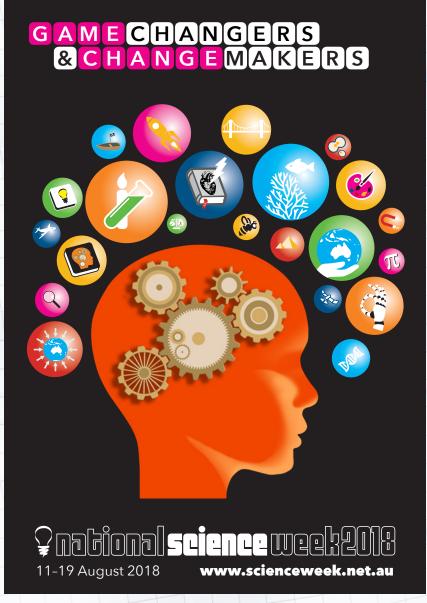
What steps do you need to take to create your solution?

5. Deliver & Debrief

Deliver your solution: produce and publish

WHAT WORKED WELL?

WHAT DIDN'T WORK WELLS









Acknowledgements

This online curriculum-linked resource was produced by the Australian Science Teachers Association (ASTA).

This curriculum-linked resource is designed to introduce young people to the importance of science and technology in solving problems, designing new solutions and predicting our future paths.



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The materials in this educational resource have been developed by Angela Colliver from Angela Colliver Consulting Services Pty Ltd and designed by Carl Davies, CMDphotographics.

We would like to acknowledge Dr Mark Howden, Anne-Maree Dowd, Geoff Crane, and Delese Brewster for their assistance and feedback.

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