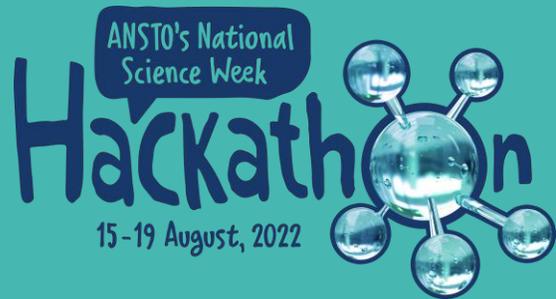


ANSTO's National
Science Week

Hackathon

15-19 August, 2022





KEY DATES

THEME *Glass: More Than Meets the Eye*

JUNE Applications
1
 Wednesday
OPEN

JULY Applications
20
 Wednesday
CLOSED

August Team approvals released
1
 Monday



PRE-HACKATHON

Aug 8th – Team confirmations due

Aug 9th – Welcome Packs sent out

AUGUST 15 DAY 1
 Monday

Challenge brief published (9.00am)

Work with your **Design Thinking Team Mentor** to identify the **end-user & root problem**

AUGUST 16 DAY 2
 Tuesday

Collaborate with your **STEM Mentor** to work out your ideas

Consult the **Industry Experts**

Refine and test your prototype

AUGUST 17 DAY 3
 Wednesday

Work with your **Design Thinking Team Mentor** to Plan and record your 3 min **Pitch**

Submission deadline: 5:00 pm

AUGUST 18
 Thursday (COB)

Shortlisted finalists notified

AUGUST 19
 Friday (morning)

Official judging panel

AUGUST 2
 Online (in partnership with DFGN)

Teacher Professional Development

An in depth look at how to facilitate **Design Thinking** in the classroom and how it can foster innovation and creativity in students

AUGUST 10
 Online (recorded for future viewing)

Teacher briefing

An opportunity for event organisers to outline the format of the hackathon, have a detailed discussion about what will happen each day and to answer any teacher questions

AUGUST 19
 Online Live Event (afternoon)

Event Showcase & Hackathon winner's announcement

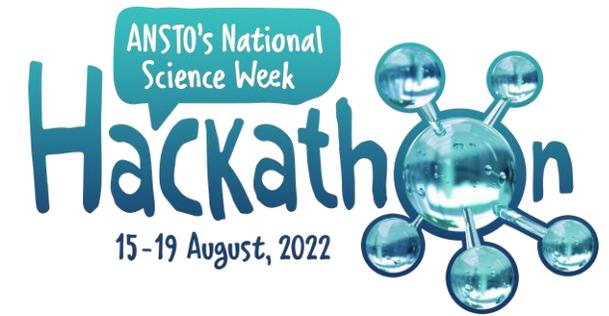
Special guests, prizes & a celebration of what the students have created



AUSTRALIAN
 SCIENCE
 TEACHERS
 ASSOCIATION



Frequently Asked Questions



“Does the hackathon have curriculum connections?”

The design thinking process connects to curriculum outcomes across Years 7-10 in Science Understanding, Science as a Human Endeavour and Science Inquiry Skills. The hackathon also promotes ICT capability, critical and creative thinking processes, ethical understanding, and personal and social capability. The cross-curriculum priority of Sustainability is also addressed. Please find attachments with further information on our website, under “Hackathon Resources”

“How many students do you recommend per team?”

This is flexible. Ideally teams should consist of 5-8 students. Each school can only enter one team in each division (junior and senior) so that we can ensure that a maximum number of schools from around the country can participate in the event. For teams of mixed year levels, the team will need to compete in the division of its oldest team member. If a teacher would like to use the hackathon as a whole class activity, we are happy to facilitate.

“How does the application process work?”

*Applications open on **June 1st** and close on **July 20th**. The hackathon features two divisions, Junior (Year 7&8) and Senior (Year 9-11), with each division capped at **15 teams**. The application will include a few brief questions that will help the ANSTO Education team decide which schools will get a spot. Teachers will also need to submit the time for the sessions with mentors as these sessions will be organised in advance. If your school is chosen, you will need to confirm your participation by submitting your confirmation form by **Aug 8th**. If you fail to meet the deadline, another school will be offered your spot.*

“What equipment and materials do students need for prototyping?”

*Students can use a diverse range of materials or technology for prototyping which will depend on their ideas. Students should strive to use materials that their school already has access to so that they can continue to explore after the hackathon. This could include anything from software for developing apps or games, 3D-printing, Minecraft, Lego or more physical materials like pipe-cleaners, string, paper, and glue. Extra points will not be awarded to those teams who use technology, we are looking for the best pitches of the best **ideas**. Please refer to the “Assessment Criteria” section on our website.*

“How much class time is necessary to participate in the hackathon?”

The hackathon has been designed to be flexible so that teachers can fit it into their classrooms in a variety of ways. Best case scenario would be that the students would be able to focus on the hackathon challenge for the full 3 days, but we realise that this might not be possible. As a minimum, we suggest that the teams be given at least two hours of class time per day so that they get an opportunity to engage fully with the program and collaborate with their mentors. Students can also work before or after class, and on their own time. Access to the MS Teams platform will be available to teachers and students to ensure open access for collaboration between team members, mentors and experts.

“How do the students collaborate with their mentors and access resources?”

Teachers will be provided with login information to access our secure Microsoft Teams platform prior to the event. Teachers will need to provide a list of student names and school emails so that we can add each student to the platform. Each team will have access to general channels so that they can attend webinars, ask questions using the chat function and access all the hackathon resources. Teams will also each have a private channel from which they can collaborate with their mentors, have videoconference sessions, use an interactive whiteboard, and submit their work.