



INQUIRY *Exploring the world*

Explore. Ask open-ended questions. Compare, organise & analyse information. What do I already know?

- What information do I need to know
- How can I find out?
- How can I organise all this information, so it makes sense to me?



DESIGN LEARNING *Designing the future*

It's practical. Plan and create something. Build something
Create a drama or play.

- Create a rough design and get feedback before making a first model
- Consider the impact of the design on the environment and the lives of others
- Get feedback?
- Test it
- Complete it
- Reflection
- Final changes



PROBLEM SOLVING *embracing the challenges*

Focus on the problems. Work together. Think of solutions.

- How might we describe the problem?
- What are all the different parts of the problem?
- What is most challenging about this problem?
- What are all the possible solutions?
- What can and can't we do?
- How can I get advice or feedback on the solutions I've chosen?
- Whose problem is this?