

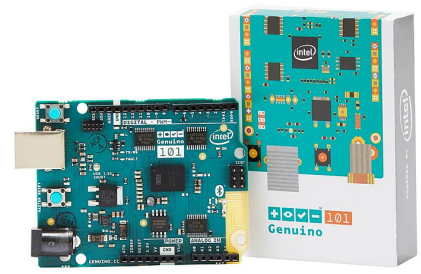
# Creating Genuino 101\* board STEM Activities

STEM, STEAM and Makerspaces are hot topics as we enter 2016. But how can you get started in these areas in your classroom? The Genuino 101 board and other Arduino\* boards might provide the perfect opportunity!

## Possibilities

Access the link below to investigate the possible projects you can create with your Genuino 101 board  
<http://innovationtoolbox.intel.com.au>

STEP  
01



## Project Based Approach (PBA)

Maker technologies align perfectly with a project based approach to learning, access the link below to reveal some professional learning in PBL  
[bit.ly/IntelPBA](http://bit.ly/IntelPBA)

STEP  
02



## Digital Technologies Curriculum

Arduino activities can address many of the outcomes within the new Digital Technologies Curriculum, Access the curriculum at the link below  
[bit.ly/DigiCurr](http://bit.ly/DigiCurr)



STEP  
03



## Cross Curricular STEAM

In addition to Digital Technologies, Maker Technologies provide the perfect vehicle to begin Cross Curricular Projects and discussions, explore the STEAM Mindset by accessing the link below  
[bit.ly/STEMCrossCurr](http://bit.ly/STEMCrossCurr)

STEP  
04



## Examples

Need some examples to get started? Access the Innovation Toolbox to reveal examples from the teaching community!  
<http://innovationtoolbox.intel.com.au>



STEP  
05



<http://innovationtoolbox.intel.com.au>