



BOP INDUSTRIES

# **TEACHING IN THE 21ST CENTURY CLASSROOM PROGRAM**

EMPOWERING THE NEXT GENERATION  
OF DIGITALLY INNOVATIVE  
EDUCATORS!

## Program Overview

With thought leaders, parents, politicians and students pushing for innovation, technology and entrepreneurship in the classroom, it can be easy to get lost in the sea of things to do to ensure we are equipping our students for the dynamic workforce of 2020 and 2030.

After working with educators around the world, we have put together our 'Teaching in the 21st Century Classroom' program to help teachers embrace innovation in their classrooms and to ensure their lessons are 'Real, Relevant and Relatable'.

This program will see teachers looking at how other educators from around the world are bringing their classrooms into the 21st century, what students are asking for and what professionals are doing; developing skills to connect their classrooms with the real world and to ensure they are delivering quality programs for their students

## Topics Covered

Global Educators  
Education In Australia  
What Are Students Looking For?  
What Is Industry Looking For?

Connecting Your Classroom  
Lesson Planning 101  
Cross Curricular Linking  
Inspiring Innovation Across Ages



"This was such a great workshops to remind us of the power of our students and also to give us an insight into how we can engage them best and prepare them for the workforce of the future."

# Program Outline

## Young People Are Awesome

To start the session we will be talking about some awesome young people from around Australia, looking at the ventures they have created and how they got started whilst still in school. We will explore various different career pathways our students now have and the ventures they are working on whilst still in school.

## The Global/National Scene

From there we will begin analysing what innovative educators are doing around Australia and around the world when it comes to their students, content and classrooms. We'll be pulling these case studies apart to see what would and what wouldn't work in our classrooms.

## Student and Industry Collaborations

Next we will be considering what our students are looking for in the classroom and what their ideas were for making classes more engaging. In addition to this, we'll also be looking at industry organisations in our fields that we can tap into to start connecting our students with industry.

## Technology In The Classroom

From here, we will explore how technology can be implemented into the classroom across subject areas and how it can be introduced in low cost, bite sized pieces. This activity will be seeing how we can use technology to create immersive experiences for our students to enhance student outcomes and academic results as well as student engagement.

# Program Outline

## Building Content For The Classroom

Next we will be looking at how teachers can build content for their classrooms quickly and easily whilst still using relevant and engaging case studies. This activity will get teachers competing against each other in a fast paced game of content creation.

## Collaborating Across Curriculum Areas

After fine tuning our content creation skills, we'll then be teaming up with teachers from other subject areas to see how we can build projects for students that span across subject areas to exercise a range of their skills at within the same project.

## Bringing It Together

To wrap up, we will be challenging teachers to use some of the same tools and frameworks we give our students to develop a lesson that connects their classroom with the topics covered throughout the workshop.



"We're ready to kick off the year with a bang and show our students just how amazing they can be! Thank you, there will definitely be a lot of new programs coming from this."

## Outcomes

By the end of the sessions we aim to empower teacher with a wide range of ideas, activities and tools to help them inspire their students going forward.

Throughout the session teachers will have worked with a range of methodologies from around the world and had exposure to a number of different activities and lesson planning tools that they will then be able to implement into their classrooms.

## Why Is This Useful?

With the range of skills needed from students graduating in 2020 and 2030 continuously growing, it can be hard to ensure our classes and lesson plans are updating fast enough to ensure they are keeping up.

This program aims to give teachers the skills they need to create new activities and programs for their students quickly and easily. In addition to this, it also gives them some tools for collaborating with students on relevant and relatable content for the classroom.

## Who Are We?

At BOP we are on a mission to inspire the next generation of 'Digital Creators' and show students what awesome things they can do whilst still in school. Our passionate team of young entrepreneurs deliver fun and engaging programs that focus on a creative and 'hands on' approach to learning.

## Who Is This For?

Each session can cater for 30-50 participants. Group sizes are flexible and small and large groups both work well.

This program can be run with staff across subject areas and year levels. Whilst it is targeted at more high school teachers, it can be tailored for primary.