



GERRIC Student Example Programs

Years 3-4:

Ancient Greece

How has the modern world been shaped by this ancient civilisation? During this three-day course, we will delve into the world of Ancient Greek mythology. We will learn about a period of political, philosophical, artistic and scientific achievement that formed a legacy unparalleled in its influence on the modern world. Be prepared to delve into the weird and wonderful world of Ancient Greek mythology and explore how these stories still resonate over 2000 years later.

Years 5-6:

Cinematic Sounds

Think of your favourite movie. If it had no sound or music, would it still have the same impact on you? Film music and cinematic sounds enhance character, create mood and heighten emotion in films. A soundscape can make or break a film. In this workshop, you will explore the work of film score composers, Foley artists, and the impact technology has had on the history of film music. Using computer software, you will learn to produce and arrange sounds, compose and record music, synchronize sounds to video, and create a film score soundtrack.

Years 7-8:

Designing for VR

Through this workshop, you will learn concepts and principles for designing Virtual Reality (VR) content. It will involve experiencing VR with current technology and creating your own VR prototypes.

You will learn about immersive technologies, design processes, storytelling and more, getting you started as an immersive experience designer for the future metaverse.

Years 3-4:

Build it with code

Design, build and code your own interactive environment that addresses the specific needs of living things while also considering the impact of climate and human actions.

Step into a new dimension as you create a virtual representation using block-based coding and showcase your captivating design using Augmented Reality!

Years 5-6:

Improv & Cognition

Use theatre games to ignite your brain! You will learn a range of fun improvised drama games which align to cognitive processes and divergent thinking techniques.

Use your multiple intelligences and general knowledge to create short scenes and build vivid memories of key concepts.

This workshop will help you develop 21st century skills including critical thinking, creativity, communication, collaboration, empathy and social skills.

Years 9-10:

The Brain in Health & Disease

Over the course of 3 days we will firstly be looking at the structure and function of the normal brain and spinal cord, before moving on to consider types of disease which can affect the brain and spinal cord.

You will have lots of opportunity to practice clinical examination of the nervous system on your fellow students and we will be thinking about how brain disease or damage might be prevented or repaired.



UNSW
SYDNEY