IDEAS in Term 4.

As an IDEAS student in Term 4, you will be thinking about, and supporting the aims of the United Nations Sustainable Development Goals. You will also be presenting potential solutions.

Today you are being introduced to our wicked problems that require solutions.

After viewing the presentation, you will have an opportunity to vote on which Goal you would like to design solutions for.

Why your Teachers are excited about Term 4;

- You are problem solving for a better world.
- You have an opportunity to design solutions and present these on the UN website.
- You have voice and choice about what Goal you design solutions for.
- You become part of a global problem solving community.
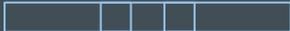
What are the United Nations Sustainability Goals?

In 2015, world leaders in the United Nations agreed to 17 goals for a better world by 2030. These goals have the power to end poverty, fight inequality and stop climate change.

In every IDEAS classroom, you will experience design thinking; being able to listen and observe, define, ideate, prototype, seek feedback, resolve, present and communicate.

Wicked Problem 1.
Goal 4: Quality Education

How might we make education universal and free?

In this challenge, apply your **Digital Technology** skills to propose or create a solution for this problem.

Areas you might use in responding to this challenge; device and network architecture, software platform and interface designs (UI & UX).

Wicked Problem 2.

Goal 11: Sustainable Cities and Communities.

How might we create inclusive and accessible public spaces for persons with disabilities?

Apply your **Design and Technologies** skills to create a solution to this problem.

Materials and equipment you might use; model making in the workshop.

Wicked Problem 3.

Goal 6: Clean Water and Sanitation.

How might we make clean water more easily accessible and transportable for use by residents of refugee camps?

Apply your **Design and Technologies** skills to create a solution to this problem.

Materials and equipment you might use; prototyping with a range of materials in the workshop.

Wicked Problem 4.

Goal 4: Quality Education

How might we help make daily life easier for children living in poverty, especially those without shoes, attend school?

Apply your **Design and Technologies** skills to create a solution to this problem.

Materials and equipment you might use; prototyping with a range of materials in the workshop, sewing machines.

An example of a solution to GOAL 6 Clean Water and Sanitation: Purified water at a primary school in Uganda, now means that these children can access free and safe drinking water.

And now..

Go to the survey which is in your MyFlinders Page.

Vote for your 4 preferences in RANK order.

Due to restrictions in class sizes, please be aware that you may not receive your first or second preference, however, we will try our hardest to meet your requests.