Digital Literacy

SLQ Wiki Fabrication Lab 2024/03/29 04:22

Digital Literacy

Binbee kurri, and welcome to the State Library Digital Literacy wiki. Here you will find resources created by State Library and other Queensland Libraries available for sharing in your library, school or organisation. To find out more on these initiatives, visit the Digital Literacy Resources page on PLConnect.

Subscribe to our STEAM lyris list to keep up to date with the latest information around STEAM and Digital Literacy activities across Queensland.

Sharing Content

Inclusive Communities welcomes libraries within the Queensland library network to share content on this wiki, from activities to technology resources.

If you have content, or variations of activities you would like to share, visit the Adding Content page to learn how.

Planning



Technology Matrix - A matrix of technologies located on this wiki for libraries to know what technology that should purchase now and into the future based on patrons growth



Activity Planner - This template contains all the information to create a workshop in your library including the resources you will need, participants to facilitators ratios, timing, team building activities and evaluation details



Training Calendar - Upcoming Events for Queensland public library and Indigenous Knowledge Centre (IKC) staff. Resources from previous training are available anytime.

Web Resources

ICT Training - Training in a wide range of using mobile and computer technologies including the applications on them for various skill levels

Coding - A list of websites that teach coding from beginners to advanced in all sorts of computer languages

learning@home - The Department of Education has a number of online tools and resources to support students

Science - Links that support education around science topics

Technology Resources

A - D

Alpha Kit
Android (Tablets)
Augmented Reality
Bee-Bots & Blue-Bots
Botley
BRIO construction Kit
bristle_bots
chibitronics
Clip Circuit Electrolab
Code-A-Pillar
CodeyBot
Computer Hardware (Siganto)
Cubelets
Cubetto
Cue
Dash & Dot
Drones

E - O

Edison
Engino architecture STEM kit
EZ-Robot
Finch
Google Expeditions
Hummingbird Kit
HTC Vive
IndigiSTEM
iPad (Tablets)
Internet of Things (IOT)
Jimu
KANO
LEEDR Multi Touch Hub
LEGO MindStorms
LEGO Spike
LEGO WeDo
LittleBits
MakeBlock (mBot)
Makeblock Neuron
Makedo
Minecraft
NAO
Oculus Quest

P - Z

Photon
picoboard
PowerUp Paper Planes
Preservation Stations
Pro-Bot
raspberry_pi
Scratch
Scratch Jr
Skoog
Snap Circuits
Sphero
Sphero Specdrums
Squishy Circuits
Storytelling with STEM
Tablets
TAPit
ThinkFun
Turing Tumble
Unity
Vex Battlebots construct
Virtual Reality
Xbox

#

360 Video
3Doodler

Ozobot

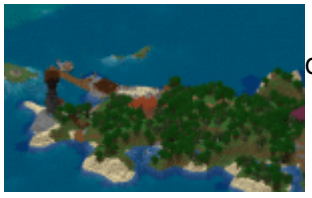
State Library Programs

Deadly Digital Communities, community-based digital literacy and technology training over two years to 26 remote and regional Aboriginal and Torres Strait Islander communities in Queensland.

In partnership with the Australian Library and Information Association and the Australian Digital Health Agency, My Health Record - Consumer health information in libraries is a train the trainer program to help build the confidence and knowledge of public library and IKC staff to support clients to access the My Health Record online portal.

Previous

Be Connected Digital Mentor training is a train the trainer program up-skilling library staff across the state to be Digital Mentors, enabling them to confidently deliver Be Connected training sessions and other digital literacy initiatives to their communities.



Queensland Minecraft is researching the history and mapping structures within communities and constructing them in the 3D world of Minecraft.



Tech Savvy Seniors Queensland is providing seniors with the opportunity to participate in free digital technology training sessions that will develop their skills and confidence to use technology.



Tech Savvy Regional Queensland was a program that provides grant funding to Regional Councils to deliver digital inclusive programing through their library services that will provide opportunities for their respective community to embrace digital technology.



MessageBot was a project to engage Aboriginal and Torres Strait Islanders within your community to build their digital skills through programming cultural content using technology that travels and shares messages between communities.



Skilling our Future was a partnership between RDA DDSW and State Library, delivering digital inclusion programming through public libraries in the Darling Downs and South West region to engage with coding and robotics.