




Pablo Farias  
CEO & Founder

# Intro to Zenva Schools



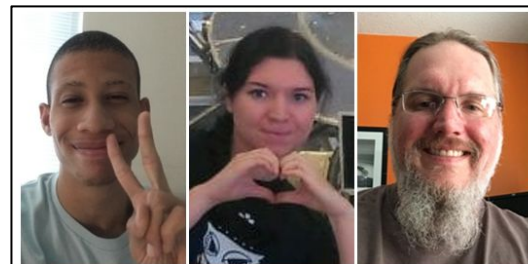
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## MY LEARNING

IN PROGRESS COMPLETED BOOKMARKS

C	D	E
Cost	Group Discount	Qty Discount
45	=if(or(A2="Premium",A2="C	
210	<b>EXCEL</b>	
97		
40		
153		

### EXCEL LOGIC FUNCTIONS FOR BEGINNERS

🕒 44m

📖 Intermediate



A	B	C	D
Name	Numbers	Amount	For
Sally	6	£ 50	£
Jessica	8	£ 42	£
Kyle	9	£ 70	£
Tommy	3	£ 20	£
Vladimir	4	£ 15	£
Claire	5	£ 48	£

### INTRO TO EXCEL

🕒 59m

📖 Entry Level



CURRICULUM

### THE COMPLETE EXCEL PRODUCTIVITY BUNDLE

📖 Comprehensive



CURRICULUM

### INTRO TO PROGRAMMING BUNDLE

📖 Entry Level



### INTRO TO WEB DEVELOPMENT WITH HTML AND CSS

🕒 1h 54m

📖 Entry Level



### JAVASCRIPT MINI-PROJECTS - LANGUAGE LEARNING GAME

🕒 56m

📖 Beginner



### CREATE YOUR FIRST 3D GAME IN UNITY

🕒 2h 16m

📖 Beginner



### UNITY MINI-PROJECTS - C# FUNDAMENTALS

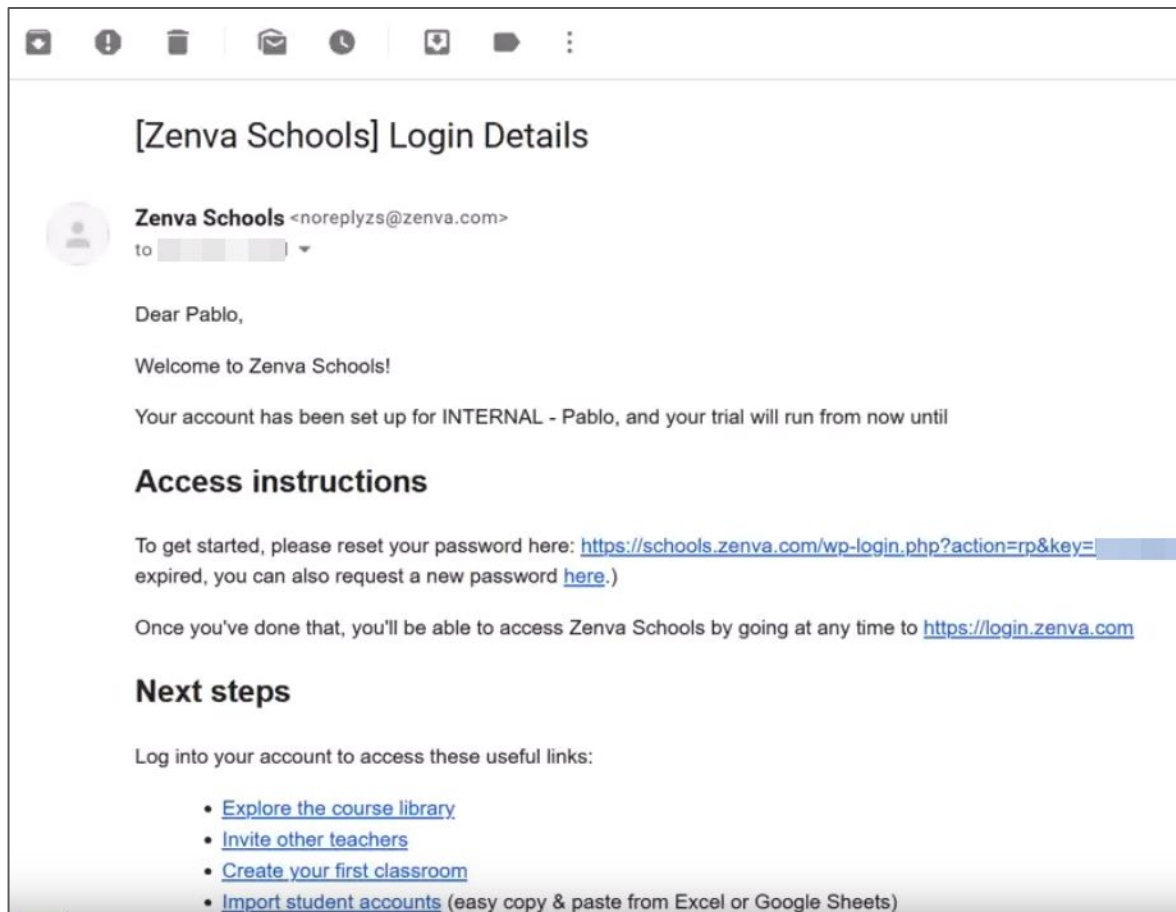
🕒 1h 40m

📖 Beginner



# Platform Walkthrough

1. Courses
2. Teacher PD
3. Classrooms
4. Users
5. Reports
6. Support
7. Trial access



# THANK YOU

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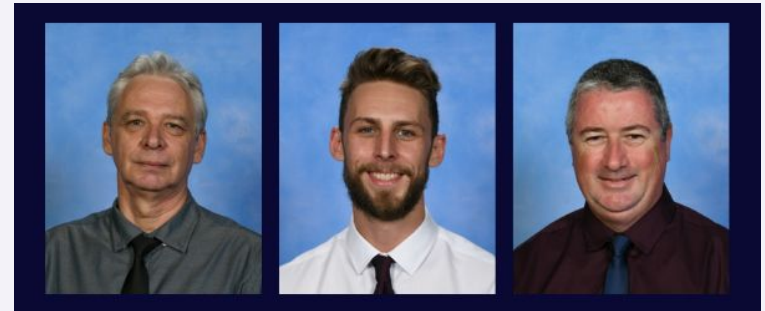
# Class Implementation

# Ignatius Park College

- Used in 2 year 9 DT classes
- 1 term
- 19 and 10 students

- **Goal:**

"I think from my end success was measured in terms of whether the kids really enjoyed it and were able to follow the courses quite easily,"



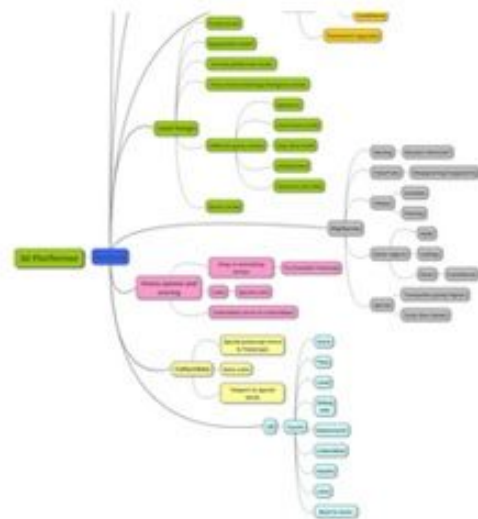


# Implementation

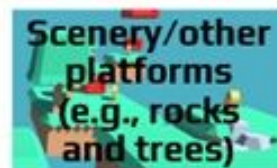
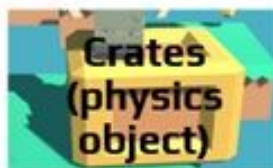
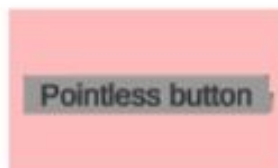
- Teacher PD
- Setup Unity together
- Run through intro course as a whole class
- After that, most students worked independently
- Teachers supported those who were still struggling

## Projects of second Unity course, in 3 stages:

1. **Planning:** mindmaps, idea exploration, docs
2. **Design & implementation:** students built or modified a game
3. **Testing & evaluation:** debugging, self-evaluation, peer review, presentation



## ***Added Features***



## Audio/background music

**Reason of implementation:**  
Immersive!

Defines the audio source

When the script is first loaded

If there is more than one, delete the most recent

Assigns the audio source and prevents destroying

Functions to play/stop music (not working for some reason)

```
public class MusicScript : MonoBehaviour
{
    public AudioSource audiosource;

    private void Awake()
    {
        GameObject[] objs = GameObject.FindGameObjectsWithTag("music");
        if (objs.Length > 1)
        {
            Destroy(this.gameObject);
        }
    }

    DontDestroyOnLoad(this.gameObject);
    audiosource = GetComponent();

    public void PlayMusic()
    {
        if (audiosource.isPlaying) return;
        audiosource.Play();
    }

    public void StopMusic()
    {
        audiosource.Stop();
    }
}
```

Feature			
Feature	Intended outcome	Observed outcome	Reasons/other outcome
Pointless Button	When the button is pressed, the score text will increase by one	The button was pressed in runtime and the text updated to click count.	Found out that hovering over and clicking buttons tints them!
Level select	The button "Tutorial" should take me to tutorial, "Level 1" to level 1 etc.	"Tutorial" loaded Level 1, "Level 1" loaded level 2, "Level 2" did nothing.	Reason: "Tutorial" had the value of 1 and, when 2 added for an index and scene loaded, it skipped index 2 (The tutorial level). Fix: change number to 0.
Click Encouragement (Pointless Button 2)	Clicking the pointless button 15+ times will then show 'encouragement' text.	The button immediately made the text appear, but text did not disappear until 15+ clicks.	Reason: The script to rehide the text was disabled, but the other, on click function still worked! Fix: apply an if condition to function.
Character selection: change the entire appearance of the player	Selecting an option from the dropdown list would also change the player's materials to match the selection.	Selecting an option would only change the left arm, not the rest of the parts in the model.	Reason: the variable used to detect all the children's mesh component was only set to contain one child. The other way would be too long and wouldn't stay the same.

# Bentley Park College

- Used in a year 8 class
- 1 term
- 20 students

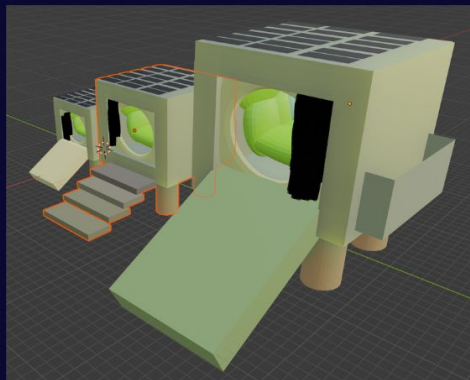
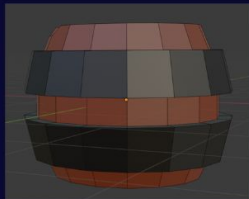
- **Goal:**

“I can stand at the front of the room and show them, but if they can have the video they can also self-direct their learning... It's kind of flipped learning, so they can teach themselves, and then I can help those who need it in between”



# Implementation

- Teacher PD: Blender, HTML, JavaScript
- Self-directed approach for Blender
- Bridging opportunity for students who joined mid-term
- Used during Covid disruption
- Teachers supported those who were still struggling







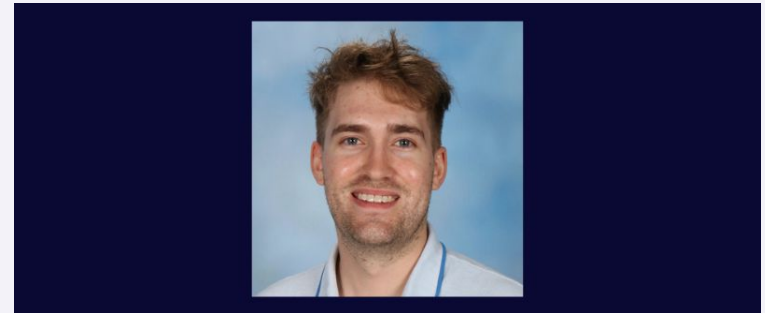
- ✓ Provided teachers with professional development on new technologies
- ✓ Assisted with unit planning
- ✓ Increased student engagement
- ✓ Students successfully built and documented projects

# Loganlea State High

- Used for VET Certificate III in IT and Junior IT (Excellence program)
- 28 & 15 students

- **Goal:**

Providing students with the skills, confidence, and motivation needed for them to create their own unique projects





- ✓ Increased student engagement and motivation
- ✓ Enabled ESL students to more easily learn
- ✓ Assisted with VET Certificate III assessments
- ✓ Facilitated classroom and at-home learning

# Gateway to Industry Schools Program

- Program run by the ACS, funded by the QLD Government *Department of Employment, Small Business and Training*
- Rolling out Zenva Schools to 40 QLD schools
- Build ICT capabilities in schools
- Support development of future workforce for Australia

