



**GOOD
DESIGN
AWARD®
GOLD WINNER**

3D DESIGN TOOL

Meet the Splat, an affordable, award winning 3D-design tool; changing the way teachers and students think about engineering & design - because sometimes the perfect technology for learning looks nothing like a computer.

1

ENHANCES DESIGN THINKING

Drawing and visual thinking is an integral part of the design thinking process. Helping students develop their ability to draw and think in 3D improves their ability to generate ideas and communicate their designs.

2

INTEGRATES MATH IN DESIGN

Integrating math into STEM projects has never been so easy. The Splat fuses together the necessary geometric elements to give students the math skills required to design anything their imagination can conceive.

3

AIDS IMAGINATION EFFECT

By encouraging students to visualise concepts through drawing we can help them optimise their cognitive state for learning, generating new ideas and retaining information.

4

DEVELOPS SPATIAL SKILLS

Drawing in 3D is one of the top 3 ways known to develop visual spatial skills. Research confirms that early development of these skills is linked to long term success in STEM.

5

SUPPORTS GIRLS IN STEM

Although visual spatial ability is a learned skill, girls often lack confidence in this area. The Splat provides better access options to learning and developing this skill set for girls.

6

AIDS HAND TO DIGITAL FLUENCY

The neural link between the hand and the mind means developing a students ability to draw on paper is still the easiest and most efficient way to develop fluency for visual and creative thinking.



7

BOOST VISUAL LITERACY

Visual literacy is an important part of overall literacy and see in ACARA General Capabilities. Being able to read drawings and create images to solve a design problem is essential for STEM innovation.

8

LINKS TO CURRICULUM

The Splat aids the development of transferrable thinking skills across the curriculum. So whether you are teaching math, critical & creative thinking, graphics technology or woodwork students will benefit broadly from learning to be visual thinkers.

9

IT'S FUN

Research confirms we are more likely to learn when we are relaxed and enjoying the task. The Splat provides students a clear pathway for success, building confidence and engagement.

10

FREE RESOURCES

True! We are so passionate about seeing the Splat implemented in classrooms that we supply FREE step by step video tutorials & comprehensive written for teachers to use.



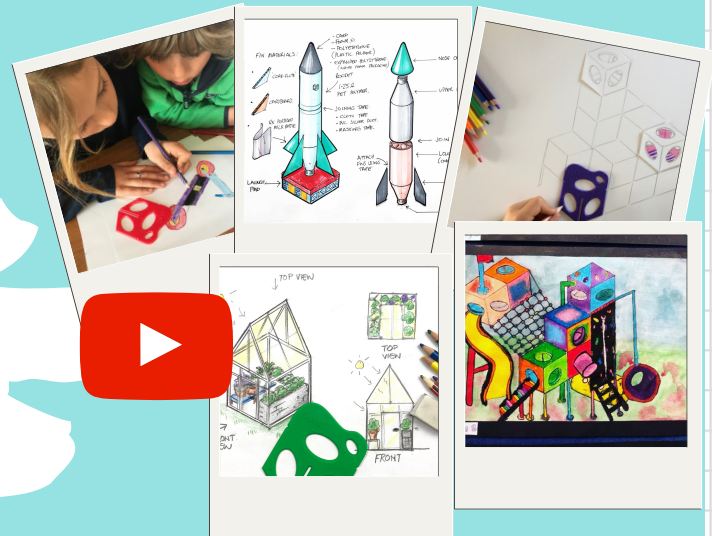
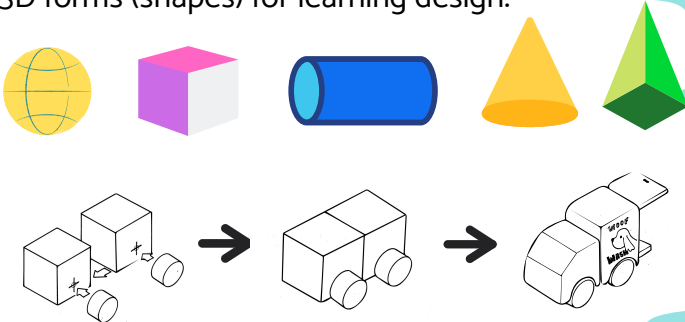
Top Aussie Innovation of 2019

The Splat has already helped hundreds of teachers and students think differently about design, mathematics and creativity. To help solve some of our planets most difficult problems we must help children dig into their imaginations and unlock their creative potential. Drawing for design is thinking on paper. It is a visible output of the knowledge and imagination that the mind constructs for learning. Proven to improve visual spatial skills; essential for long term success in STEM.



Real design. Real Learning.

The Splat's innovative design creates all five core 3D forms (shapes) for learning design.



Implementing this tool in your classroom will be a 'light bulb' teaching moment. Kids as young as Kindergarten will be able to use the tool and begin to follow an easy 3-step method to design in 3D. Have your class drawing cool designs within minutes, even if you are a teacher who says, 'I can't draw!' From simple to complex designs the Splat is suitable for all ages.

Testimonials

Education expert - Eddie Woo - 'Your work is amazing in its own right, I'm so privileged to have played a tiny part in helping you move forward with it'.

Teacher - Rachel Yr 6 - 'Amazing! So great for developing critical and creative thinking in math.'

Principal - Brendan - 'One of the most innovative design tools I have seen for education ever. Allows for smart and quick ideation of ideas and builds student confidence in a 3D world. Can not recommend highly enough'

Ravenswood School for Girls - Matthew Scadding - STEM Specialist.

'We love the Splat and the benefits it has bought to the lives of our young students.'

Key Features

- Affordable
- Easy to use - low tech
- Perfect for teaching 3D Shapes (Objects)
- Portable - fits in pencil cases
- Classroom ready with free STEAM resources
- Made from 100% recyclable plastic
- Easy to clean
- Durable design
- Hand to digital compatibility
- Suitable for all ages
- Made by teachers in Australia
- Design possibilities are endless.

Registered PD also available.

