

Digital Technologies Institute and Junior Engineers team up

Brisbane - February 21, 2017 — The Digital Technologies Institute (DTI) and Junior Engineers (JE) have joined forces in delivering deeper and more engaging computer science education for Australia's school students. Under their agreement, Junior Engineers will train their instructors to help teachers deploy the Australian-designed and manufactured Blueberry4 educational computer kit in the classroom and in extra-curricular activities.

“With their Australia-wide network of computer science instructors Junior Engineers is ideally suited to bring more Blueberry4 to more schools and students across the country. Supporting the implementation of the new Australian Curriculum: Digital Technologies is a core mission of the Digital Technologies Institute. I believe that the Blueberry4 computer can play an as important role in Australia as the BBC Micro has for the United Kingdom”, said Prof. Karsten Schulz, CEO and Managing Director of the Digital Technologies Institute.

“Practically assisting schools with their computer science education is at the heart of Junior Engineers”, says Nimrod Klayman, Co-Founder of Junior Engineers. “By cooperating with the Digital Technologies Institute on the Blueberry4 project, I believe that this new resource will be both exciting and foundational for students to become makers of Digital Technology solutions.

According to the Australian Computer Society-commissioned report conducted by Deloitte, the “[...] contribution of digital technologies to the Australian economy is forecast to grow from \$79 billion in 2014 to \$139 billion in 2020. This represents growth of over 75% and an increase in the digital economy from 5% to 7% of Australia's GDP.”

Blueberry4 is presently being deployed in Queensland as part of the national roll-out of the Digital Technologies Curriculum.

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About Digital Technologies Institute

Our mission is to advance Digital Technologies and related education. We do this by:-

- providing pre-service and in-service primary and secondary school teachers with professional learning activities and resources to improve their professional knowledge and their ability to deliver Digital Technologies education to their students
- providing novel education resources to teachers and their students to broaden and deepen their understanding of the function and application of Digital Technologies.
- providing stimulating and engaging digital technologies programs to enhance the educational experiences of the children and young persons who attend them.
- enabling all children to fully participate in Digital Technologies education.

For more information, visit the [Digital Technologies Institute Website](#)

About Junior Engineers

Junior Engineers is based in Brisbane, Queensland and consists of a team of passionate entrepreneurs, technologists and educationalists.

We promote and conduct a series of computing and technology courses at primary schools across the region before, after or during school hours.

Through our courses we aim to promote essential problem solving, creativity and mathematical skills for young children, recognising that these skills are the foundation for preparing children for secondary and tertiary education and their chosen professions in the future.

All of our tutors are screened, tertiary educated, computer scientists and software engineers. All our instructors hold blue cards, checked and authorised to work with children. For more information, visit the [Junior Engineers Website](#).

About Blueberry4

The Blueberry4 is an Australian designed and manufactured educational computer kit and accompanying support materials. It has been designed to help students explore the fundamental operation of computers as part of the new Australian Curriculum: Digital Technologies. The Blueberry4 supports the teaching of the knowledge and understanding of digital systems and the representation of data.

The Blueberry4 consists of 11 computing modules that represent core functions of a computer, such as program counter, adder, inverter, memory, latch, etc. With these, students perform experiments, which lead to increasingly sophisticated hardware and software arrangements. The Blueberry4 operates at human speed, allowing students to easily follow with their own eyes how data flows between each of the modules.

For more information, visit the [Blueberry4 Website](#)

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