

DETAIL DRIVEN, THEORETICAL - Computer work, design - ENGINEERING

	Time	Activity	Responsible Team Member	Comments	Purpose
Monday	9:00am-10:30am	Induction & design thinking intro	HR/Design Lead	Includes overview of week and team	Sets tone for innovation
	10:30am-12:00pm	Icebreaker challenge	Monday Mentor	Redesign a common object	Encourages creativity
	1:00pm-3:00pm	CAD software tutorial	Monday Mentor	Guided digital design session	Builds technical skills
Tuesday	9:00am-12:00pm	Shadow design team	Tuesday Mentor	Observe concept development	Real-world exposure
	1:00pm-3:00pm	Sketching and prototyping	Tuesday Mentor	Hands-on creative task	Encourages iteration
Wednesday	9:00am-12:00pm	Innovation challenge	Wednesday Mentor	Solve a local problem	Builds teamwork and problem-solving
	1:00pm-3:00pm	Concept feedback session	Wednesday Mentor	Present ideas to team	Builds communication skills
Thursday	9:00am-12:00pm	Site visit: design in action	Thursday Mentor	Visit fabrication or project site	Connects design to delivery
	1:00pm-3:00pm	Debrief and discussion	Thursday Mentor	Reflect on site visit	Encourages systems thinking
Friday	9:00am-12:00pm	Finalise mini design project	Friday Mentor	Independent or group task	Builds ownership
	1:00pm-3:00pm	Showcase & feedback	HR/Friday Mentor	Student presents or reflects	Celebrates learning