



Digital Literacy

SLQ Wiki Fabrication Lab 2026/03/03 23:12

Digital Literacy

The Digital Literacy wiki site is preserved for historical reference. Please be aware that some information may be outdated.

[Binbee kurri](#), and welcome to the State Library Digital Literacy wiki. Here you will find resources available for sharing in your library, school or organisation.

[Terminology](#) used on this wiki. [Editors](#), please follow the guidelines when editing this wiki.

[COVID 19 Cleaning Advice](#)

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



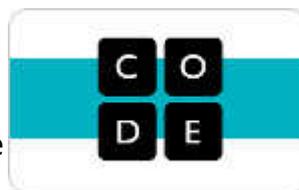
[Training Calendar](#) - Upcoming Events for Queensland public library and Indigenous Knowledge Centre (IKC) staff. [Resources](#) from previous training are available anytime.

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	E - O	P - Z	#
Alpha Kit	Edison	Photon	360 Video
Android (Tablets)	Engino architecture	picoboard	3Doodler
Augmented Reality	STEM kit	PowerUp Paper Planes	
Bee-Bots & Blue-Bots	EZ-Robot	Preservation Stations	
Botley	Finch	Pro-Bot	
BRIO construction Kit	Google Expeditions	raspberry_pi	
bristle_bots	Hummingbird Kit	Scratch	
chibitronics	HTC Vive	Scratch Jr	
Clip Circuit Electrolab	IndigiSTEM	Skoog	
Code-A-Pillar	iPad (Tablets)	Snap Circuits	
CodeyBot	Internet of Things (IOT)	Sphero	
Computer Hardware (Siganto)	Jimu	Sphero Specdrums	
Cubelets	KANO	Squishy Circuits	
Cubetto	LEEDR Multi Touch	Storytelling with STEM	
Cue	Hub	Tablets	
Dash & Dot	LEGO MindStorms	TAPit	
Drones	LEGO Spike	ThinkFun	
	LEGO WeDo	Turing Tumble	
	LittleBits	Unity	
	MakeBlock (mBot)	Vex Battlebots	
	Makeblock Neuron	construct	
	Makedo	Virtual Reality	
	Minecraft	Xbox	
	NAO		
	Oculus Quest		
	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 programming 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.

Binbee kurri, pronounced Bin-bee curry, means good day in the Ganulu language. The Ganuli language is found at Comet River, Central Queensland. You can find more Indigenous greetings from the [State Library Say G'day wordlist](#).

~~HERO-IMAGE



~~ ~~HERO-SUBTITLE Access to emerging technology and innovative programs~~