

# STEAM YOUTH SUMMIT

July 15 to July 18

Are you a high school student wanting to immerse yourself in the world of STEAM these winter school holidays?

Over four afternoons, embark on a learning journey with YWCA Canberra Clubhouse's **free** STEAM Youth Summit at the Mura Lanyon Youth and Community Centre!



## ACTIVITIES

Start the afternoons by immersing yourself in activities designed to explore diverse STEAM topics.

Create badges, design and print a custom Youth Summit t-shirt, work with others to block code a robot, learn how to create 3D objects, explore virtual reality and more!



## EXCURSIONS

End the afternoons with excursions and learn from the experts.

Develop a video game in Unity with AIE, learn to defend against cyber attacks with Questacon's Minecraft Cyber Castle Challenge, and end the program with Metaphysica's virtual reality escape room!



## CONNECT

Meet like-minded youth and work together to solve puzzles.

By the end of the summit, you'll leave with new and stronger friendships after bonding over your shared interests in STEAM.



## ABOUT THE CLUBHOUSE

YWCA Canberra Clubhouse is a free, out of school learning space for young people, aged 10 to 18 in the Tuggeranong region to grow their skills in science, technology, engineering, arts, mathematics, and music. At the Clubhouse, members can explore areas such as coding, electronics, 3D printing, photography, videography, arts and craft, textiles, music, and more.

## ELIGIBILITY AND APPLICATION

To ensure YWCA Canberra Clubhouse is delivering a high quality program with adequate support from staff, enrolments to the STEAM Youth Summit are limited to eight young people who are currently attending a local Canberra High School. Applications will be assessed on their suitability for the Summit based on the Clubhouse Learning Model, interest in STEAM, and prior engagement in the Clubhouse program. Priority will be given to young people who live or attend school in the Tuggeranong region and who can attend all four days of the Summit. Applicants will be contacted in the last week of term two with the outcome of their application. The application can be accessed with this URL: <https://forms.office.com/r/6wGACY3vP>

## SUMMIT SCHEDULE (SUBJECT TO CHANGE)

	MONDAY 15 JULY	TUESDAY 16 JULY	WEDNESDAY 17 JULY	THURSDAY 18 JULY
12:00PM - 1:00PM	Catered lunch provided	Catered lunch provided	Catered lunch provided	Catered lunch provided
1:00PM - 3:00PM	Design a custom logo and print onto a t-shirt	Design a 3D maze on Tinkercad	Race to escape your mazes in virtual reality	Virtual reality and ethics brainstorm
3:00PM - 5:00PM	Excursion to Questacon to play the Minecraft Cyber Castle Challenge	Code a robot to battle in Pacman style challenge	Excursion to AIE to develop a video game using the Unity gaming program	Excursion to Metaphysica to complete an escape room in virtual reality

WITH SUPPORT FROM



SCAN FOR APPLICATION  
CLOSES 28 JUNE

