





## Pational science weekeigh

## **STEMathon Schedule 1**

St Joseph's School Waroona Harvey PS St Anne's PS Yarloop PS Waroona DHS

Time & Venue	Session	Information
9:00 - 9:10  Drakesbrook Place  Amphitheatre	Guests Arrive	Promptly, go to the amphitheatre directly outside the Waroona Memorial Hall.
9:10 - 9:15	Opening Address	
9:15 – 11:15 Waroona Memorial Hall	STEMathon Session	In pairs, students can explore whatever experiment, showcase or activity that ignites their interest.
11:15 – 11:45	Morning Tea Break	Students eat and play on the showground oval
11:45 – 1:00		KEYNOTE SESSION
Waroona Football Club           School         Year           SJS         4           HPS         4 + 5           WDHS         4 + 5           SAS         4           YPS         4 + 5	Design Thinking in 3D  MAKERS EMPIRE  Mandi Dimitriadis	Design Thinking is a superpower that can help you solve problems, help other people, and make the world a better place. Design thinking can help you think like a scientist, engineer, designer, inventor, and even an entrepreneur! In this session, you will learn how to unlock your design thinking power and how 3D tools can help you create solutions to problems that matter. You'll hear about some young entrepreneurs who have found innovative ways to earn money while they are helping others.
Josephite Performing Arts   Centre	The Power of Young Entrepreneurs Scott Millar	As a Grade 9 student, Scott never thought that a high school business project might one day turn into a leading Australian education company. In this presentation, Scott will share his story from selling keyrings at local markets to travelling around the world working with CEOs and politicians. Scott will be sharing his experience taking an alternative career pathway and sharing some of his top tips for stepping outside of your comfort zones and making the most of our ever-changing future of work.
Waroona Agricultural Society Rooms *Select students only	Game Design Unplugged PHOEBE WATSON Video Game Designer	Digital game design is a fun way to develop programming skills. Phoebe Watson and Martin Richards will guide you through the steps of game design. By the end, you'll have a game plan to code later. Phoebe, an Indigenous woman of the Yarrer Gunditj Clan, will share her design experience. Martin, the DT Hub Content Manager, has created many coding lessons using Scratch. Supporting lessons will be provided for teachers to build on the session's learnings.
1:00 – 1:30	Lunch Break	Students eat and play on the showground oval
1:30	Depart venue	

10-18 AUGUST 2024 www.scienceweek.net.au