

Advance Queensland STEM.I.AM Coding and Robotics Grant 2017

PURPOSE:

Grants of up to \$25,000 per project are available for Councils to support the participation and engagement of Aboriginal and Torres Strait Islander students from grades 5 to 12 in coding and robotics programs through public libraries and Indigenous Knowledge Centres across Queensland.

Grant applications can be used for targeted engagement activities in the following ways:

- Participation in coding and robotics workshops in public libraries. Grant funds could be used for the purchase of coding and robotics platforms, staff training, marketing and consumables.
- Registration and participation of workshop participants to join existing code/robotic clubs, leagues etc. Grant funds could be used for entry fees and participant travel and accommodation.
- Registration and participation of high performing workshop/club/league participants to compete in state, national and international coding and robotics competitions. Grant funds could be used for entry fees, travel and accommodation costs.
- Establishment of new coding/robotic clubs or competitions in communities where none are currently available. Grant funds could be used for set-up costs such as venue hire, marketing and coding and robotics platforms/technologies.

Council	Council Type	Amount	Project Description
Aurukun Aboriginal Shire Council	IKC	\$25,000	IKC staff in Aurukun are new to delivering programs in the STEM field, but with funding from this grant they plan to facilitate a program with the local Men's Shed to work with local students to build a replica of the town as a robot obstacle course. Activities using the robots will include working in language and incorporating local geography and culture. This will foster working in teams and public speaking.
Cook Shire Council	RLQ	\$9,680	This grant will support the delivery of two activities: <ol style="list-style-type: none"> 1. the setup of a new Indigenous robotics club in Cooktown, and 2. funds to subsidise the travel of 3 Indigenous students already involved in robotics to an international robotics competition. The club will join the Lego League Competition and funds will be utilised to purchase 2 First Lego League Competition Kits and fund a trip to Brisbane to participate in a First Lego League Competition during 2017.
Douglas Shire Council	RLQ	\$12,830	This grant will support the delivery of workshops to target the upskilling of library staff, teachers & providers of community programs for youth. Following this a workshop for aboriginal and Torres Strait Island students will be held at the Mossman Youth Centre in partnership with Mossman High School & the Youth Centre. This will be in school hours & form part of school curriculum.

Council	Council Type	Amount	Project Description
Gladstone Regional Council	IND	\$23,750	Funds from the grant will be used to purchase a NAO (humanoid) robot. Activities will include use of our current resources with programs being extended to include and encourage participation by indigenous students and families who access services through our current partners: Communities for Children, Save the Children fund and Department of Education Training (DET) Indigenous Liaison Officers (Gladstone region). Activities will include teaching a NAO robot to perform various tasks which will lead to the formation of a language program that the local area indigenous community members can contribute to and students can upload to the robot.
Logan City Council	IND	\$24,970	Robotics, coding, communication and leadership skills will be supported by this grant. Library staff will deliver a number of coding and robotics sessions specifically targeting skill development for Indigenous students from grades 5 to 12. A partnership with three local state schools will be developed, as well as events at the libraries and in the community. These activities will include 1) Coding coaches and 2) Deadly robots.
North Burnett Regional Council	RLQ	\$21,790	Workshops will be delivered in Eidsvold Library for Indigenous students and their interested teachers/aides by not for profit organisation CoderKidz, who will also upskill Councils six library centre teams. Once trained, Council's librarians will effectively become in-house mentors who can work with young library patrons and support them as they learn and develop their coding and electronic skills. Funding will also allow Council to equip the Eidsvold Library with a 3D printer; which is the first in this region.
Paroo Shire Council	RLQ	\$14,580	Paroo Shire Council is currently delivering basic coding programs through the Cunnamulla Library and five (5) schools with the NAO robot, purchased in 2016 with a grant from SLQ. STEM.I.AM Grant funding will enable the purchase of advanced operator training for both library and school staff to develop advanced NAO coding classes. New technologies such as the Hexapod Ezi Robots will be added to the currently available robotics to enable Council to work with more local schools and CACH (Cunnamulla Aboriginal Community Health). These programs will be ongoing and will be worked into the school curriculum.
Townsville City Council	IND	\$25,000	The grant will enable the delivery of: <ul style="list-style-type: none"> Coding & robotics workshops for 10 children, Grades 5-7 A Living Library program, Grades 8 – 12 (groups based – environmental site visit to understand the problems, build, test, enhance, deploy and analyse) 3D printing workshops. Enabling learning of coding, soldering and design skills to real world environmental challenges which enhance and support school based learning of the new digital curriculum.