



## Term 1



### STEAM Kids Makerspace

**Robotics.** Years 1-3 will explore with Dash while Years 4-6 will discover the Lego Mindstorms EV3 robots. This activity is open to all students from Years 1-6.



### Computational Algorithmic Thinking Competition (CAT)

This challenging exam identifies computer programming potential and is open to all Year 5 and 6 students.



### Rotary Junior Community Awards

This community leadership and personal development program is open to all Year 6 students.



### First Lego League Robotics

This inter-school robotics challenge is open to all Year 5 & Year 6 students who are keen to work with their team to complete robotic missions and solve real-world problems.



### QDU Debating

This inter-school debating competition is open to Year 5 and 6 students by invitation.

## Term 2



### STEAM Kids Makerspace

Years 1-3 will explore Makeblock Neurons and Makey Makey while Years 4-6 will discover Micro-bits. This activity is open to all students from Years 1-6.



### STEM EXPO

This event allows students to investigate STEM-based concepts and present their findings to the school community. This activity is open to all students from Prep to Year 6.



### Middle School Problem Solving

This inter-school problem-solving challenge is open to Year 5 and 6 students by invitation.



### Maths Olympiad

This team maths problem solving challenge is open to Year 5 and 6 students by invitation.



### MCC Young Writer's Workshop

This inter-school writing development program is open to Year 5 and 6 students by invitation.



### Reader's Cup

This interschool literary team challenge is open to Year 5 and 6 students by invitation.

### Continued Activities





## Term 3



### STEAM Kids Makerspace

Students will have the opportunity to build their own digital games using Bloxels. This activity is open to all students from Years 1-6.



### Literacy Olympics

This inter-school Literacy challenge is open to Year 5 and 6 students by invitation.



### ICAS Exams

These external assessments for Maths, English, Science and Digital Technologies are open to all students from Year 3 to 6.



### Maths Tournament

This inter-school team maths problem-solving event is open to Year 5 and 6 students by invitation.



### Opti-MINDS

This exciting inter-school team problem-solving event is open to all students from Years 1 to 6.



### Australian Maths Competition

This high-level assessment of mathematical skills is offered to Year 3 to 6 students by invitation.

### Continued Activities



## Term 4



### STEAM Kids Makerspace

Students will have fun programming our Ozobots and coding with Pynkee. This activity is open to all students from Years 1-6.

### Continued Activities

