ENGINEERING AND IT EVENTS FOR SCHOOLS

Want to inspire your students about the exciting possibilities of engineering and IT? From constructing a machine to learning how to code, we offer a range of interactive workshops, contests and camps that your students can participate in at the University of Melbourne.

What’s on offer?

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<th>Year 7 and 8s</th>
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<td>• Computer Science for High Schools (CS4HS)</td>
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<td>• Melbourne Computing Summer Camp (year 11s only)</td>
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Want to be the first to know about our engineering and IT events? Connect with us and select which events you’d like to hear about: [http://go.unimelb.edu.au/qbg6](http://go.unimelb.edu.au/qbg6)
Interactive workshops and exhibitions

**Endeavour Exhibition**
Students view an exhibition of cutting-edge projects developed by our engineering and IT students.
**Date:** 24 October
**Designed for:** Years 7-12

**Hands on Engineering and IT**
Students take part in interactive, hands-on activities to learn about engineering and technology concepts and issues.
**Date:** September/October school holidays, December
**Designed for:** Year 10s

**Programming Challenge for Girls (PC4G)**
A series of workshops introducing students to computer programming. Teams are put to the challenge in a PC4G Finale in November.
**Date:** 21 Feb, 13 Jun, 30 Oct, 26 Nov (Finale)
**Designed for:** Year 9 girls

Contests

**Amazing Spaghetti Machine Contest (ASMC)**
Students put their science, engineering and maths skills to the test in this annual contest, building an elaborate machine to accomplish a simple task.
**Date:** 8 August (applications open 12 March)
**Designed for:** Year 10s

**CodeMasters**
An exciting competition that challenges students to solve problems through computer programming.
**Date:** 14 March
**Designed for:** Years 7-12

Camps and multi-day programs

**Girl Power in STEM**
Run over four years, this program teaches girls about careers in STEM and builds a community of like-minded individuals through camps, work experience and mentoring.
**Date:** 7-10 July (applications open in March)
**Designed for:** Years 9-12

**Melbourne Computing Summer Camp**
Students explore the exciting possibilities of computing, artificial intelligence, robotics and VR discover exciting career possibilities in the IT sector.
**Date:** January (applications close in November)
**Designed for:** Years 10 and 11

**Residential Indigenous Science Experience (RISE)**
A five-day camp enabling students to learn about the principles and real-world applications of engineering and technology from indigenous and scientist mentors.
**Date:** November
**Designed for:** Year 9 and 10 indigenous students

**Victorian Indigenous Engineering Winter School (VIEWS)**
Held over six days, students take part in workshops and activities to gain insight into what it’s like to study and work in engineering.
**Date:** July
**Designed for:** Year 11 and 12 indigenous students

Embed engineering and IT in your curriculum

**School visits**
Introduce students to humanitarian engineering with Engineers Without Borders (EWB) or explore STEM with Robogals.
**Designed for:** all years (primary and secondary)

**VCE Algorithmics**
Enable your students to undertake the VCE subject Algorithmics.
**Designed for:** Year 12 students

**Computer Science for High Schools (CS4HS)**
A professional development opportunity for teachers, upskilling you to embed computer science and computational thinking in your lessons.

View all our schools events at: eng.unimelb.edu.au/engage/schools
Contact: schoolsengagement-engit@unimelb.edu.au