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?

| Year 7 and 8s | CodeMasters  |
|              | Endeavour Exhibition |
| Year 9s      | CodeMasters  |
|              | Endeavour Exhibition |
|              | Girl Power in STEM |
| Year 10s     | Amazing Spaghetti Machine Contest (ASMC) |
|              | CodeMasters  |
|              | Endeavour Exhibition |
| Year 11 and 12’s | CodeMasters  |
|              | Endeavour Exhibition |
|              | Melbourne Computing Summer Camp (year 11s only) |
| Teachers     | Computer Science for High Schools (CS4HS) |

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:* May (date to be confirmed)
*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