

See How Local Company Creatively Engages Students in STEAM Effectively

Space School Expedition 2019

HOUSTON, TEXAS

- Local company delivers creative Space School STEAM program.
- Students are stimulated and inspired through the program's immersive experiential activities.
- Unique Space School program empowers youth to pursue STEAM for the future.

Students from schools around the world, including Australia, New Zealand, China and Taiwan recently took part in local company Actura's CASE Space School program. Over 390 students participated in the fourteen-day expedition at NASA's headquarters in Houston, Texas. The students have recently returned home engaged, invigorated and inspired by the Space School program which focuses on critical STEAM skills. Through the program's creative design – a combination of practical and theoretical STEAM-based elements, the students have been empowered for their future success.

The fourteen-day CASE Space School program includes Junior and Senior elements for students in Years 7-9 and Years 10-12. For the Juniors, among the activities, students explore NASA's latest technologies and learn about astronaut training. They participate in practical laboratory activities and perform shark dissections and cellular analysis to understand how the human body survives in space.

The Senior program focuses on leadership and management skills and gives students the opportunity to manage a \$600 million Mission to Mars Project and to participate in the ChallengeX project to solve real space industry problems. Both programs include presentations from inspirational guest speakers from within the space industry and NASA.

The specifically-developed STEAM program aims to broaden the mind, cultivate drive and instill curiosity and the spirit of exploration in the students. The program's foundation of key learning outcomes is the basis for its success. The program is based on Dr Tony Wagner's (Harvard University) Seven Survival Skills - Critical Thinking and Problem Solving; Collaboration Across Networks and Leading by Influence; Agility and Adaptability; Initiative and Entrepreneurialism; Effective Oral and Written Communication; Accessing and Analyzing Information and Curiosity and Imagination.

Detailed post-tour reviews for all participating schools are currently being conducted, with the aim of ensuring the program's quality. Surveys and results have been overwhelmingly positive so far. For example, one hundred percent of parents and students from Pittwater School responded to and recommended the Space School program.

"We are again astounded by the phenomenal success of the CASE Space School and the way that the expeditions have continued to inspire our students".

Charles Chung, CEO, Actura

"I really enjoyed my experience at Space School. Everyone who talked to us inspired me and motivated me. I feel like I have come out of this experience with a more positive mindset. I also gained a lot of interest in STEAM subjects on the trip. Hearing so many incredible people tell me to follow my dreams, no matter how big they are, was really reassuring and powerful. Overall, I learned so much about STEAM and myself as a person".

Charlotte Walsh, Student, Korowa Anglican Girls' School

"Space School was a very interesting experience for me in which I learnt many 'firsts' about space. Doing activities so closely related to what people at NASA or other people involved in space do, as well as meeting those sorts of people, has inspired me to pursue a STEAM career, particularly one which could allow me to work in the space industry later in life".

Timothy Hugh Barrett, Student, Sydney Church of England Grammar School (Shore)

“The overall experience was a once-in-a-lifetime opportunity that has given my daughter the knowledge and confidence that she is capable of doing anything that she puts her mind to”.

Tania Thompson, Parent, Senior Space School

“Wow! Just again a big thank you to all those involved in taking, caring for, and safely bringing back our now highly inspired, creative and more confident daughter, Lucy. Myself and my husband will never forget this trip. Oh! And just so you know, Lucy has been wearing the NASA & Space Camp T-shirts nearly every day since she’s been back! Love it!!”.

Susan Barber, Parent, Junior Space School

Local company Actura has unlocked the key to inspiring our youth to reach their potential. CASE Space School's high-impact experiential study program has resulted in students returning from the program enlivened and inspired for their future. Offering enriched STEAM activities, inspiring leadership and personal development that is not possible in an in-class learning environment, the CASE Space School is truly a unique experience.

Established in Australia in 2014, Actura provides the leading STEAM learning solution comprising of in-class to out-of-class solutions. Actura is the exclusive global partner of the California Association for STEAM Education (CASE). Headquartered in Cupertino, California, CASE was established by educators, industry leaders and entrepreneurs to advocate excellence in STEAM education through the development and implementation of innovative in-classroom curriculum and extra-curricular education programs.

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