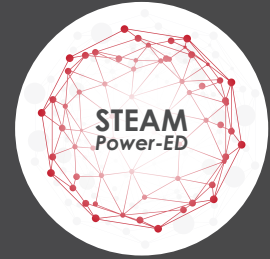
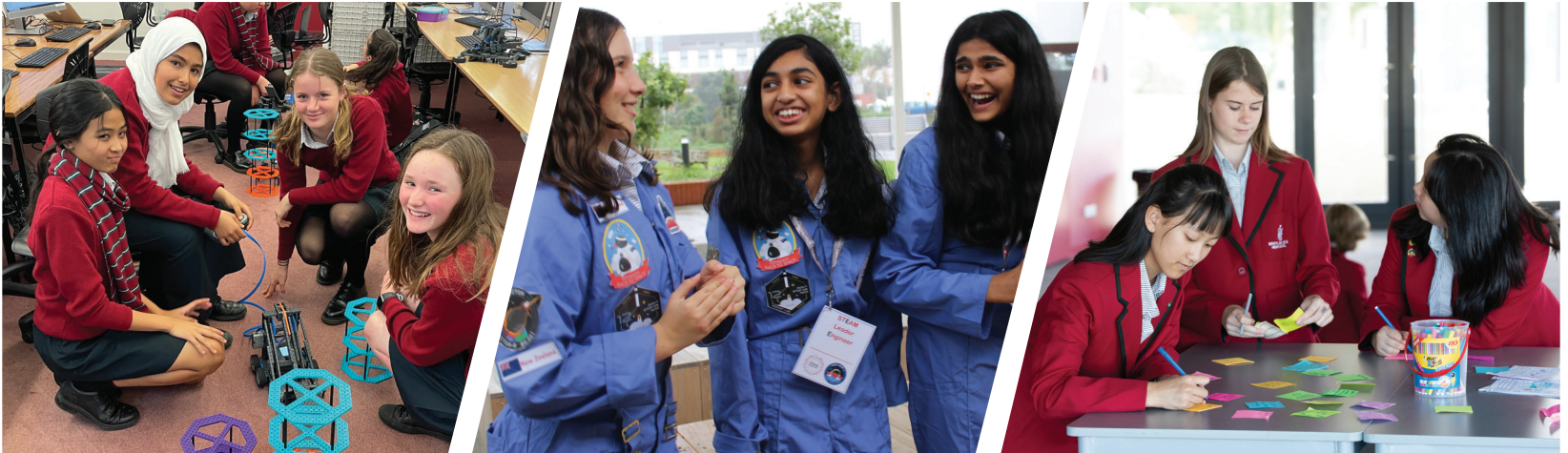




STEAM



SCIENCE • TECHNOLOGY • ENGINEERING • ARTS • MATHS



To foster a culture of curiosity and innovation that empowers learners to engage with the world and lead positive change.

Character | Citizenship | Communication | Collaboration | Critical Thinking & Problem Solving | Creativity & Innovation
Rangiratanga | Kaitiakitanga | Mōhio tangā | Whakawhanaungatanga | Māramatanga | Auahatanga

The STEAM enrichment programme is a two-year programme that offers Year 9 and 10 students an integrated approach to learning. This Science, Technology, Engineering, Arts and Mathematics curriculum provides a pathway to deep learning that strengthens links between subjects, and provides opportunities, through project-based learning, for students to become life-long learners, leaders and changemakers of the future.

The STEAM programme aims to develop global competencies such as critical thinking, collaboration, communication, character, creativity and citizenship.

Science and Mathematics will be enriched with projects linking the two disciplines whilst English and Social Studies will strengthen written, oral and digital literacy, global appreciation and critical thinking. Integrated into STEAM are robotics, coding, electronics, 3D printing design and virtual reality.

During the second year of the programme, our STEAM students are encouraged to be innovative and creative as they work alongside a mentor to identify a community project and implement an innovative technological solution. Students present their project to the community, including industry representatives, at the end of the year at the STEAM Innovation Expo.

A recent community project won the National 123 Tech Challenge by creating solutions to help raise awareness about invisible disabilities. The group produced the graphic novel "At the End of the Rainbow" and embedded an Augmented Reality overlay to the original page, animating the character to show how they felt when people understood their invisible disability.

How to enrol into STEAM

Students can apply for the STEAM programme online, when enrolling for Westlake Girls High School through the school website. You are encouraged to visit the STEAM page on the school website to find out more about the programme.

"STEAM gives you opportunities to build skills, build ideas and learn things that will help you, not only in school, but with the wider world."
STEAM student

"STEAM exposed me to the numerous applications in the STEM field to real-world problems. I loved the connections we were able to make between subjects, and the many different projects we undertook that used scientific principles to achieve a goal. Particularly, I enjoyed developing logical reasoning, problem solving and critical thinking skills - and discovered the possibility of a future in engineering."
STEAM student



3D print microprocessor workshop at Massey University



Food technology workshop



Making Aotearoa a better place through the Marine Metre Squared Programme

Graduate Profile:

- Global citizens
- Resilient and innovative problem solvers
- Engage with agency on community issues
- Changemakers of the future
- Collaborate on a shared purpose
- Communicate effectively through different mediums
- Use emerging technologies to explore innovative solutions for a changing world
- Committed to learning as life-long learners



Year 9 and 10 Students

A non-STEAM student:

English
Social Studies
Mathematics
Science
PE and Health

Year 9 options

Language options
Art options
Technology options

Year 10 options

3 options

A STEAM student:

(Integrated)

English
Social Studies
Mathematics
Science
PE and Health

Year 9 options

Language options
Art options
Robotics and Papertronics

Year 10 options

Innovation Lab (Laser Cutting, VR, App Development and more)
Community project
2 further options

To find out more about our STEAM programme, visit <https://www.westlakegirls.school.nz/student-life/academic/steam/>

