

ANSTO STEAM Club Online - Guidelines & Information for 2023

School-aged children across Australia and New Zealand with an interest in science are invited to join the ANSTO STEAM Club Online, which runs during the school holidays in 2023. The club encourages creative thinking and aims to inspire a life-long interest in Science, Technology, Engineering and Mathematics (STEM) by incorporating the arts (the A in STEAM)! It is most suitable for ages 8 to 13, but other ages are also welcome to join in the fun! Younger students will require adult assistance.

Membership fee and registration

The membership fee is \$20 per child for the year. Registration and payment are through Eventbrite before the round starts. The fee provides three fun weekly challenges on different topics per 'Round', assistance from the STEAM Club teachers and the opportunity to meet ANSTO scientists! It also includes a personalised digital certificate of achievement for each 'Round' completed.

Each child in a family who would like to participate and receive acknowledgment of their achievements must be registered individually.

At the end of each completed 'Round' registration will re-open for the remaining 'Rounds' in the year.

Participant email address

A personal email address must be provided for each participant upon registering. As ANSTO is not a school, use of a school email address is not allowed. Similarly, the classroom will not accept business email addresses. A personal Google (gmail) email address is highly recommended for trouble free participation. **PLEASE DO NOT REGISTER PARTICIPANTS WITH A SCHOOL OR BUSINESS EMAIL ADDRESS.**

Participants may use their parent's email address to join the classroom. The "student" name appearing in the classroom will reflect the settings of the account holder (this is unable to be changed by ANSTO).

Siblings may register using the same email address. In this case they will be listed as one "student" name in the classroom. Siblings using the same email address can still submit their work separately and be acknowledged for their individual achievements. However, if each participant would prefer to have their own presence in the classroom, they must be registered with their own email address.

Accessing the Google Classroom

Weekly challenges and teacher comments will be posted to the STEAM Club Google Classroom. This is where most of the action happens! Registered participants will receive an email invitation to join the classroom, when it opens for the round. Access is gained by clicking the link in the email. **Please note that to access the classroom correctly there must be no Google Account open on the device.** Check this by opening the internet browser, going to www.google.com and checking the circle on the top right-hand side of the page. Please sign out of any account that is open. If you have any difficulties joining the classroom, please contact education@ansto.gov.au

Completion of Challenges

Three weekly challenge documents containing step-by-step written instructions with images will be issued each round. Videos may also be posted to the classroom by the STEAM Club teachers to provide additional instruction. Participants may complete the three challenges at their own pace during the round, however, it is strongly recommended that a challenge is completed each week.

Each participant will be allocated their own digital Notebook for each challenge. Siblings sharing the same email address will need to make a copy of the blank Notebook each. Before each round starts, participants will have an opportunity to practice submitting work (a *Practice Notebook*). They can also ask questions in the classroom through the chat feature, at any time.

While a challenge is being worked on, participants must take photos of their experiments and insert these in their Notebook, along with their observations and thoughts. Notebooks must be submitted or “Turned In” to the classroom by the advertised End of Round. The STEAM Club teachers will check all work submitted and provide feedback. Notebooks must include the participant’s real first and last name, so the teachers can properly identify the work and record it as complete.

Each challenge will include three activities or experiments. For a challenge to be marked as complete, each participant **must complete at least two** of the three activities/experiments. Siblings can work together on challenges; however, each must submit their own Notebook. Notebooks must contain a minimum of one photo for each experiment completed, plus written observations and answers to any questions.

All photos of experiments or activities completed should be inserted into the Notebook – please do not submit separate files or photos. It is preferable that the Notebook is worked on and submitted as a Google Doc. If this is impractical, the Notebook may be submitted as a scanned pdf. No other format will be accepted.

The STEAM Club classroom will only display challenges for the current round. It will not display challenges for previous rounds.

Recognition of Achievement

We love to acknowledge the efforts of STEAM Club members! A weekly Achievement List will be posted to the classroom during the round to acknowledge participants who have successfully completed challenges and are on-track to earn their certificate of achievement. A selection of photos from participants experiments will be shared in a weekly Facebook gallery. Some small weekly prizes may also be awarded to encourage consistent effort.

After successfully completing all three challenges during a holiday round, participants will be awarded the status of *STEAM Graduate 2023* and receive a personalised digital certificate. This will be emailed to the parent address provided. Participants may then progress to become a *STEAM Master* or *STEAM Professor*, after two or three rounds!

Club terms and safety

The STEAM Club aims to provide a safe and happy environment for children to learn. It does not allow open forums or chats, eliminating any risk of inappropriate content being displayed in the classroom. Additionally, participants will only be able to see their own work in the classroom and instructions and comments from the teachers.

Photos submitted by participants should not contain the face of a child. Any photos supplied containing children’s faces will not be shared in any public domain. ANSTO reserves the right to use photos submitted by participants for promotional purposes, provided they do not contain children’s faces.

Weekly achievement lists posted to the classroom will contain the first name and initial of participants, with the suburb name and State/Territory. No other identifying information will be shared in the classroom.

Similarly, photos of participant’s experiments shared on Facebook will only display the first name, Suburb name, State/Territory of participants. Please email us if you have any questions about club terms and safety.

Club Schedule

The club schedule follows the school holidays. Each Round will start on the Friday before the school holidays and end three weeks later, on the Sunday. The school term dates differ between Australian States/Territories.

	ROUND 1/ April holidays	ROUND 2/ July holidays	ROUND 3/ Sept.-Oct. holidays
Registrations Open	Mon 6 March	Mon 12 June	Mon 4 Sept
Registrations Close	Wed 5 April	Thu 22 June	Thurs 14 Sept
Challenge 1 Released	Thu 6 April	Fri 23 June	Fri 15 Sept
Challenge 2 Released	Fri 14 April	Fri 30 June	Fri 22 Sept
Challenge 3 Released	Fri 21 April	Fri 7 July	Fri 29 Sept
End of Round – All Challenges Due	Sun 30 April	Sun 16 July	Sun 8 Oct
Certificates Issued	Fri 5 May	Fri 21 July	Fri 13 Oct

Meet a Scientist!

Participants will have the opportunity to meet an ANSTO scientist online each school holidays! We hope you will join us for some exciting learning and lots of fun!

If you have any questions about the ANSTO STEAM Club Online, please contact:
education@ansto.gov.au