

Evaluation of Science Enrichment Programs

Research Team: Will Rifkin, Kathy Witt, Lisa Kelly, Sherylee Johnson, and Julijana Rajkovic

Wonder of Science



Interviews:

Rural context in flux
 Appreciate enrichment programs
 Want more of: linkages, IT,
 teacher capability, time

Try Trades industry tour

11/08/2016

On Tuesday 2 August, 15 Year 10 students embarked on an adventure to six different industries in Chinchilla as a part of the Try Trades Program.

Try Trades is a joint initiative of QMI Solutions and Chinchilla State High School, promoting trade pathways and skilling for young people in the Surat Basin and its surrounds. The program consists of a 10 week pre-vocational 'try trade' training program run on Tuesdays in Term 3. This is followed by work placement and potential School-Based Apprenticeship opportunities.



Try Trades students tour the Chinchilla Kitchens workshop.

First stop on the tour was Programmed Industrial Maintenance where Dennis showed the students through the workshop, explained the company specialisation and the different types of trades in their field. The students saw a variety of different CNC machines in action. The pneumatic Pan Brake and the CNC Milling Machine were highlights.

Back on the bus and onto RIE Electrical Services and Fitzroy Engineering. Here the students met Nick and Bob who talked about the different fields of study and ...

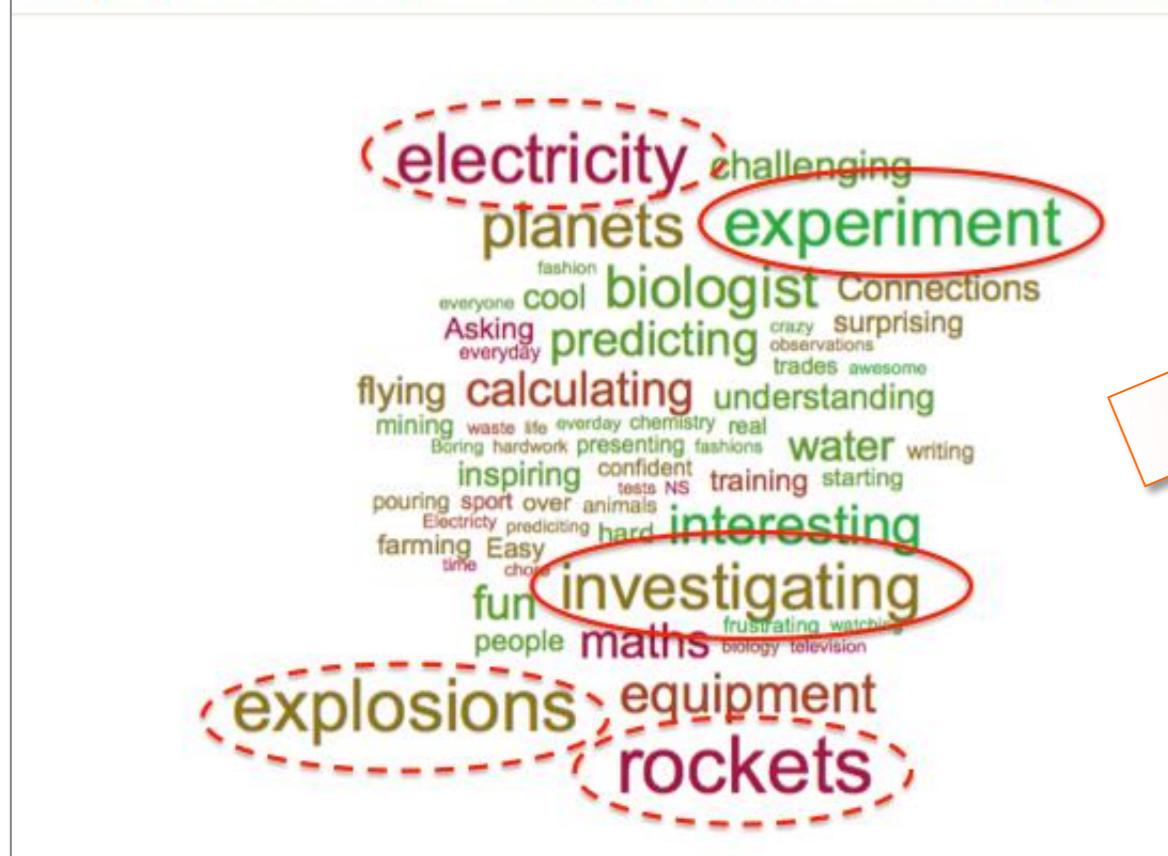
Key criteria suggested in the literature leading to successful outcomes of STE

Key Criteria	Year 5 - 6	Year 7
Criteria 1: Activity's overall aim is to 'stimulate interest'	✓	
Criteria 2: Program features practical learning activities linked to daily life & local context	✓	✓
Criteria 3: Activities aim to challenge and prepare students for higher education and training		✓
Criteria 4: Activities challenge students through interactive enquiry & problem solving		✓

Science words – post Wonder of Science



Science words – pre Wonder of Science



Top 10 'before'

1. Fitter
2. Mechanic
3. Diesel
4. Boilermaker
5. Electrician
6. Welder
7. Carpenter
8. Builder
9. Farming
10. Auto
11. Army

Top 10 'after'

1. Mechanic
2. Diesel
3. Boilermaker
4. Welding
5. Anything
6. Electrician
7. Something
8. Construction
9. Engineer
10. Army
11. Fabricator