

## Former NASA astronaut helps Commissioner launch new Digital Challenge into SA classrooms today!

Commissioner for Children and Young People, Helen Connolly has today launched her new *Space to Dream* Digital Challenge – the latest in her digital learning journey for South Australia’s children and young people. *Space to Dream* is all about learning to be an effective and creative problem solver. It teaches children and young people ‘design thinking’ skills applying a classic five-step design thinking process.

*Space to Dream* is the second in a series of five digital challenges being devised by Commissioner Connolly. It follows Learn to Speak Robot launched in 2019 and completed by an estimated 19,026 South Australian children taking part at 217 schools, 31 libraries, community groups and at home with family.

In *Space to Dream*, former NASA astronaut Pamela Melroy (Director, Space Technology and Policy, Nova Systems) shares information about her experience of space travel and what it’s like to live in space, setting the scene for the Commissioner’s Challenge task - to design a toy or gadget for a child or young person moving to Mars.

The *Space to Dream* digital challenge is open to South Australian students across all year levels with an optional resource pack for teachers, which is adaptable for years F–10. The resource pack adheres to core tenants of the Australian Digital Technologies Curriculum including use of technology and its impact in people’s lives, processes and production skills. Other generalist curriculum links include science, literacy, numeracy, ICT capability, critical and creative thinking, personal and social capability, ethical understanding and intercultural understanding.

*Space to Dream* can also be completed by children and young people outside school at their local library, through their Scouts or Guides group, or at home with family. All children and young people who complete the Challenge earn a Certificate of Achievement from the Commissioner.

Selected *Space to Dream* designs will feature in a **public exhibition at MOD** (Museum of Discovery) later this year and in the Commissioner’s Virtual Gallery on the *Space to Dream* website. The top-rated student design will win a 3D printer for their school donated by Makers Empire. In future years, systems thinking, digital literacy and digital citizenship themed-challenges will join *Space to Dream* and *Learn to Speak Robot*.

28/01/20 | Media Release

**Quote attributable to Commissioner for Children & Young People, Helen Connolly:**

Our future requires bold thinkers who know how to create out-of-the-box solutions. Space to Dream is all about learning to be an effective and creative problem solver. I look forward to seeing children and young people leaning in to their innate creativity and limitless potential, as they learn to navigate and master digital tools, using them for the good of humankind in ways not yet imagined.

**Quote attributable to Pamela Melroy, Director, Space Technology and Policy, Nova Systems | Former NASA astronaut and Space Mission Commander:**

Design thinking is extremely empowering when you realise that once you've learned a process for thinking things through, there's no problem you can't solve.

**Quote attributable to Mark Sparvell, Education Leader at Microsoft Worldwide:**

I love the way Space to Dream seamlessly folds both empathy and experimentation into the learning [...] Learning is a profoundly social engagement and at its deepest level, brings purpose and passion together. We all need 'space to dream', to imagine possibilities, iterate, co-create and think-out-loud together.

**Quotes attributable to Dr David Haley, Chief Technology Officer at Myriota:**

Space to Dream is a great way for young people to start thinking about the opportunities and challenges space brings. Here in South Australia, we are at the epicentre of the rapidly expanding Australian space industry. By the time a Reception-aged child leaves school, jobs in the space industry are expected to have tripled!

## BACKGROUND

The Commissioner's Digital Challenge is an initiative of the South Australian Commissioner for Children and Young People. It has been devised to engage and empower young digital citizens and to promote inclusive digital opportunity throughout the state. The 'Learn to Speak Robot' Challenge and 'Early Learning Unplugged Challenge' were launched in 2019. Both Challenges are on offer again in 2020, along with 'Space to Dream'.

Visit the Commissioner's *Space to Dream* Challenge [here](#):

Download a complete copy of the Commissioner's *Space to Dream* Message to Educators [here](#).

For further information about the work of the Commissioner visit [www.ccyp.com.au](http://www.ccyp.com.au)

COMMISSIONER'S  
DIGITAL  
CHALLENGE



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