

Space in safe hands with SA Kids

*“From space toilets and unicorn beds, to rock polishers and moon bikes,
our kids and young people have got you covered.”*

MOD. ‘Space to Dream’ Exhibition

Tuesday 27 October – Saturday 28 November, 2020.

Commissioner for Children and Young People, Helen Connolly, today announced the opening of an exhibition at MOD. showcasing the top-rated entries for her inaugural **Space to Dream ‘Design Thinking’ Challenge** in which she challenged South Australian children and young people to use design thinking to create a toy or gadget for someone their age who is ‘moving to Mars’.

The challenge was devised to inspire the next generation of space entrepreneurs and innovators – it also speaks to teachers, parents and the broader SA community about the possibilities the space industry offers SA children and young people in careers of the future.

Space to Dream helps young South Australians draw a direct link between the Australian Space Agency, now based at Lot Fourteen in Adelaide, and their potential to be part of the industry it steers. Potential that offers them career opportunities encompassing innovation, design, and technology, to name just a few of the areas in which ‘dream jobs’ are likely to be created within the space industry of the future.

Students from Nailsworth Primary School in Adelaide’s inner northern suburbs **achieved the highest ranking for their school’s entries**, winning their school a 3D Printer from Space to Dream partners, Maker’s Empire. **A total of 36 Space to Dream 3D models and drawn designs will be on display at MOD. from today through to Saturday 28 November.**

Two of the standout designs featured in the MOD. exhibition are ‘The Walker’ by Year 6 student, Indiya – a fold up treadmill with an attached VR headset “to simulate walking on Earth in a park with a dog”, and Humectrobot (Human Controlled Robot) by Vedanti from Year 7, which “strives to prevent long term loneliness in outer space.”

Other gadgets and toys featured include Spring Boots, a Hover Pot, a state-of-the-art hovering Unicorn Bed, a Jetpack Backpack, Hologram Map-Watch, a Power Kitchen, a Water Bottle that converts ‘Mars ice’ to drinkable water, and a variety of robots that range from super powered space pets to those that can grow food, protect their owners, and be used as transport. There is also a ‘Dear Bear’ that can feed you in an emergency and travel through unprotected space to seek food and bring it back to its owner. The Friendo Porto is “a space friend who talks like an average person”, and there’s even a never ending Hot Chocolate, because, as its young designer points out, ‘going on a space mission can be quite exhausting!’

Space to Dream is the second in a series of digital challenges set by SA Commissioner for Children and Young People to emphasise the importance of digital literacy for today's young people – *“Digital skills are life skills; crucial to future jobs, social inclusion and to build a more equitable world.”*

Quotes attributable to Helen Connolly, Commissioner for Children and Young People:

The response to Space to Dream has been fantastic. The ingenuity and creativity of the entries was amazing. It was extremely difficult to choose the top-ranking designs and every school who chose to encourage their students to participate I congratulate. All children and young people in SA should be able to engage with the digital world, access its benefits equally, be digitally included and have their rights protected. That's why I've made my Digital Challenge suitable for every school and adaptable to any level of experience and ability.

Quotes attributable to Mandi Dimitriadis, Director of Learning at Makers Empire

Makers Empire is thrilled to be partnering with the Commissioner for Children and Young People in challenging South Australia's young people to become design thinkers, digital citizens, and powerful problem-solvers. The events of 2020 have highlighted more than ever how important it is to empower our young people as innovators, creators, and problem-solvers, who know how to make their world better. We are super excited by all the creative and innovative designs young people have created in the Commissioner's Digital Challenge. It is wonderful that so many South Australian children have taken up this opportunity. When we can eventually send people to visit Mars, we know that we'll be in good hands!"

Background

The Commissioner's Digital Challenge is the result of Commissioner Connolly's commitment to ensuring South Australian children and young people are given an inclusive digital opportunity. The free, recurring, year-round Challenge (January to September) has been designed to ensure core ideas integral to digital empowerment are taught in fun and interactive ways, supporting students, teachers, schools, libraries, and community groups to participate with ease. It is made available FREE via a dedicated website (www.commissionersdigitalchallenge.net.au) where hundreds of digital activities curated with input from some of Australia's (and the world's) leading digital industry players can be accessed with ease.

'Learn to Speak Robot' and 'Space to Dream' re-open on Day 1 of Term 1 in 2021, at which time **'Zoom Out'** – a systems thinking challenge designed to encourage children to look at the big picture and see the interconnected nature of things will also be launched.

Details of SA schools who achieved Challenge rewards is available via the link below:

<https://commissionersdigitalchallenge.net.au/design-thinking/schools/schools-winners-2020/>

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