Information For Parents

When does Spark occur?
Spark happens once per week with students encouraged to continue their learning beyond the classroom.

How does Spark link to the curriculum?
Spark focuses on the Australian Curriculum's general capabilities looking at critical and creative thinking, personal and social capability, ethical understanding and intercultural understanding.

How can I see my child's learning?
The Junior School will hold a learning exhibition at the end of Term 3, where all students will have something to exhibit based on their Spark sessions.

What is Spark?

Spark is an elective-based STEM and entrepreneurship 'hands-on' program for Years 5 and 6 students, unique to Canterbury.

In Term 1, our students are explicitly taught prerequisite design and inquiry skills that will best prepare them for success. In Terms 2 and 3, students choose a subject to study in classes consisting of both Year 5 and Year 6 students, which are taught by relevant teams of teachers.

Spark is about building curiosity, encouraging students to try something different, and providing an exceptional opportunity for them to embark on their own learning journey as part of their World Ready Canterbury education.

2025 Spark Programs

Laser Launch
Mrs Joelene Anderson and Mr Warren Musk

Laser Launch immerses students in the dynamic world of entrepreneurship, inspiring them to become innovators by creating, launching, and managing their own enterprises. Working in teams, students will identify real-world problems, develop innovative product solutions, and transform their ideas into viable businesses.
They will gain hands-on experience in the Senior School Creative Industry Workshops utilising LASER cutters, Adobe Illustrator program, general production management skills, and other advanced technologies to design and produce high-quality products. The subject fosters critical and creative thinking while embedding financial literacy, equipping students with essential skills for future careers and empowering them to forge their own paths.
At the Spark Learning Expo, students will showcase their businesses by setting up market stalls, where they will apply their newly developed skills to promote and sell their products to the community.

Rolling Innovations
Mrs Emma Barnes and Mrs Kodie Kutyn

Get ready to embark on an exhilarating journey into the world of transportation innovation! In this hands-on challenge, you'll dive deep into the mechanics of modes of transport—designing everything from the soaring heights of airplanes to the simple yet speedy rubber band cars, and even exploring the thrilling potential of rockets! As you experiment with design principles, you'll learn how these vehicles shape the world around us, from air travel to groundbreaking space exploration. Along the way, you'll push your creativity and engineering skills to the limit, crafting solutions that could one day change the way we travel. At the end of the semester, you'll showcase your designs, ideas, and discoveries at an exciting expo, sharing your journey of innovation with others. Transportation is at the heart of modern society, making the world safer and using innovative ideas to get you where you need to be. Your designs have the power to transform lives and revolutionise the way we experience the world!

Mission to Outer Space
Mr Jonathon Wheatley and Mrs Rebecca Musk

We are 50 years into the future. All the great nations of the world have resolved their differences and have banded together to seek alternative settlements to cater for our ever-growing population. Our technology has improved dramatically in the past 50 years and we are constantly innovating in all areas of science, technology, engineering and mathematics. Not only that, but artists and architects in our time are constantly creating unique and imaginative designs and structures to keep up with our evolving minds. Spacefaring organisations are now seeking to establish a settlement on another planet capable of supporting thousands of intrepid human volunteers.
Students are responding to an open invitation to suppliers which includes several important factors, such as structural design and infrastructure, daily operations, human factors, and automation. Students must overcome the challenges frequently faced by those in real-life scenarios e.g., communication, contradictory information and conflicting viewpoints. At the same time, students will gain valuable experience of the workings of a strong performing STEAM team. At the Spark Learning Expo, students have the opportunity to showcase their individual and collaborative solutions. These solutions are centred around a model of the universe, highlighting student designs on selected planets.

Passion Project
Mrs Juanita Purvis and Mr Troy Sparkes

Passion Project is a unit that allows students to develop a project that brings a curiosity or passion they have to life, and share this with the community. Students will take an enterprising approach to their learning: they ideate, prototype, and pitch their own innovative solutions to the problems in their world. They will develop 21st Century Skills required for young people to thrive in the future such as creativity, problem solving, communication, critical thinking and an adaptive mindset. Students will learn to manage a project and present their learning in a way that attracts, captivates and inspires the audience to engage with their passions or find their own!

AR Biodiversity Discovery Trail
Mr James Jenkins and Mr Ben Woolacott

Imagine a nature trail that comes alive with the touch of a smartphone! In this AR Biodiversity Discovery Trail project, a project that combines technology, nature and education, students will create an interactive nature trail that uses QR codes and augmented reality (AR) to educate the community about local biodiversity. This citizen science project will engage the students, parents and visitors in learning about and documenting the flora and fauna along a designated path. Not only does this project teach students about the local ecosystem, it promotes digital literacy and fosters community involvement in environmental education.

Engage & Inspire: Interactive Poster Lab
Mrs Chelsea Roos and Mr Paul Penny

Have you ever seen a poster that talks to you or plays music? Although traditional poster can be informative and interesting, interactive posters take this to another level! We will combine graphic design with interactive design to produce interesting and engaging information. We will be learning how to use circuits and coding to make an informative poster that you can interact with. You will choose a topic of interest to develop your poster around. You will need to do some thorough research on your topic so you have quality information to share. We will use iterative design to plan, develop and test each aspect of the interactive poster across multiple lessons. At the Spark Learning Expo, you will have your interactive posters on display for people to interact with. You will also be there to answer question about how your poster works as well as your topic of choice.

Innovate, Create and Elevate: Building Businesses Beyond School
Mr Michael Brown and Mr Peter Dowd

In this dynamic entrepreneur Spark subject, students will take on the role of business innovators by designing their own before- or after-school activity program. From concept development to execution, students will work collaboratively to learn essential skills in business planning, marketing, and media production.
Upon this journey, students will create a compelling video advertisement to promote their program and record an engaging podcast episode to discuss the program and its benefits. These can be distributed on multiple media platforms to reach a wider audience.
Through this hands-on experience and the use of technology, students will develop creativity, leadership, and communication skills while exploring the fundamentals of entrepreneurship and marketing in a real-world context.

Eco Adventurers
Mrs Kristy Blinco and Mrs Therese Higgins

It is time to become a Eco Hero for our planet! In Eco Adventurers you will investigate what sustainability is and why it is important for our world. We will learn ways to be eco-friendly at school, home and in our community. Through analysing consumer habits, we will discover what people are using too much of and how we can help them to use less. Some consumer habits may include: fast fashion, single-use plastics, environmentally sound cleaning products and innovative paper solutions. We will work on real life challenges and devise innovative initiatives to reduce waste and repurpose waste products. At the Spark Learning Expo, you will present your Eco Solutions and share and educate others on how they too can implement sustainable solutions in their lives. Become an Eco Adventurer to make a difference in making a greener, happier and more sustainable future.

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