

Atlantis Steam project on track

The 2023 Steam project benefited 40 Atlantis youth with Science, Technology, Engineering, Arts, and Mathematics (Steam) extra curriculum education. The learning interventions included, but were not limited to Entry Level Electronics; Introduction to Programming; Physical Computing; Robotics and Artificial Intelligence (AI) for Grade 8 learners.

The Steam project provided hands-on learning opportunities that promote creativity, motivate discovery, and increase knowledge retention.

ASEZCo appointed CPUT as an implementing partner of the project. CPUT conducted Saturday Steam sessions at two of the five schools in Atlantis from September 2023 until March 2024. ASEZCo spent R466 000 in the project.

There is a dire shortage of science labs and equipment in local schools at



Boys competed with girls in the robotic competition with the girls showing who are in control when they won the competition. Lijema Dyosi, measuring the distance while Kristin Kleinsmith controlled the robot.

Atlantis.

The University hosted the learners at the CPUT science labs to expose them to well-equipped labs for further hands-on

learning and for the learners to use the technology to develop their projects. On 15 March 2024 the project hosted a Steam competition where the learners had to

solve a specific challenge through building a robot that was able to race.

The winning team won several prizes. The project has four groups (one team has 10 members)

The project objectives of the Steam interventions are to:

- Challenge learners to think critically;
- Motivate learners to be attracted to Steam careers, and develop strong work ethics;
- Enable learners to integrate cross-disciplinary knowledge to solve problems;
- Promote a learn-by-doing approach;
- Enable learners to participate in real-world projects;
- Give an opportunity to basic education learners to learn from each other, across different schools, while taking an active role in the development of emerging technology and groundbreaking research; and
- Make Steam attractive to basic education learners, so that the learners can continue doing Steam until Matric.

Learners from five schools at the Steam graduation



Nashiho Hudey, Kungawe Yonand, Junika Martinus, Lisa Majibana, Sinakele Maraseka, Lijema Dyosi, Charnelle September, Bernelee de Wet, Kimlynn Plaatjies, Saskiah Africa and Kristin Kleinsmith Photos: Murphy Roberts



Leighton Meiring, Ezihile Vekani, Benedict Newlyn Salmans, Tristen Roberts, Jack Mapuya, Shafeeq Souma, Eli Delie, Liam Sinclair and Carl Loff.



Kyzandré Williams, Cashandré Swarts, Danilliea Vickary, Cleo van Zyl, Ciandro Hesselman, Kianté Baron, Ulizah Davidson and Tamsyn Manuel.



Quanita Rinqest (ASOS), Monique Cupido (ASOS), Brice Carelse (ASOS), Nicky Julius (Atlantis Secondary), Melanie Adonis (Atlantis Secondary), Coby Greef (CETA) and Clyde Lucas (Proteus THS).



Bernadette Meiring, Frederick Roberts, Pieter Davidson, Caroline Davidson, Megan Moses and Allistair Moses.



Ethan Bayman, Kianu Mathyse, Zarah Williams, Lemar Franse, Tanique Moodley, Josh Davids, Evane Moses and Brenton Geduld.



Zandré Adriaan, Lucinda Williams, Bronwyn Salman, Melissa Baron, Jennifer Mally, Lorna Isaacs and Carolyn van Zyl.



Zaidah Abzal (Asez), Hardley Smith (Asez), Florenchia Solomons (Asez), Jaqui Scheepers (CPUT), René Ryk (CSN), Melanie Andrews (ECD) and Melanie Swamson (CPUT).



Kimlyn Daniels (Asez), Temuso Makhurane (CPUT IT), Andile Mji (Asez), Matt Cullinan (Asez), Bennett Alexander (FID CPUT), Selwyn Willoughby (Asez) and Joyee Modiper (Asez).