

December Quarterly Report

To help our youth of today succeed in
tomorrow's world



CoRE
Learning
Foundation

DECEMBER 2022



PRESENTED TO

CLF Members &
Sponsors

PRESENTED BY

Suzy Urbaniak



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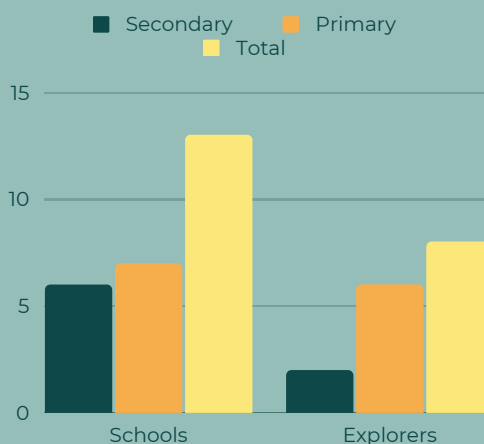
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CoRE Sponsors

CoRE at a Glance

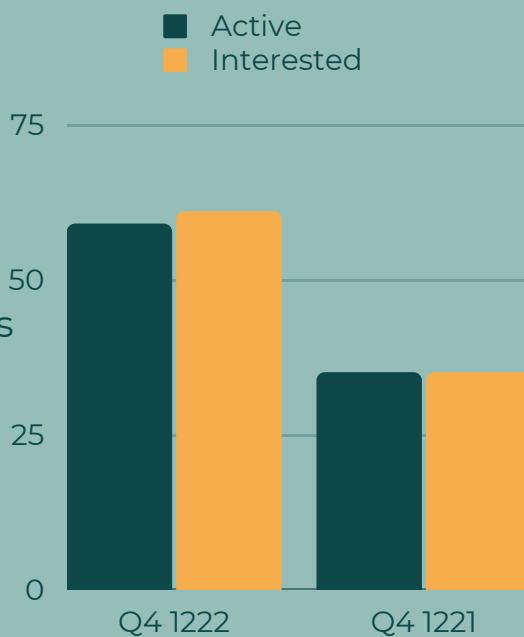
CoRE
School
Expansion
Project

21



Gamifying
Earth Science

66% Active Schools
71% School Registrations



Key Successes



3 new sponsors



33 Gamifying Earth Science ESP sessions



10 PD Expansion sessions

CoRE Schools - Expansion & Explorers

5 Field Trips

CoRE opens up STEM career opportunities and connect students to real-world learning and pathways to successful careers



Industry Connections



Nova Minesite Visit - Norseman
DHS & IGO



Resources Challenge - Kent
Street & Perenti

CoRE Schools - Sustainability

A CoRE Mission

Empowering Educators to empower their students.



One of CoRE's Values is - Empowerment. CoRE's culture is fundamental to the CoRE Games, Explorer and Schools Expansion Program. CoRE's key actions through Empowerment include:

- We inspire students to be the strength and creativity in our nation's future
- We aspire to be a beacon of positive change in our education system.

A testimonial from Brittany - Deb Cartwright's (Merriden CoRE's) practicum teachers exemplifies this CoRE value beautifully.

"For my final placement as a pre-service teacher, I worked at Merriden College with Debbie Cartwright, the CoRE coordinator, as my mentor. Debbie was a fantastic mentor and introduced me to the world of CoRE and its many benefits. I was able to work alongside her and teach many of the CoRE classes under her supervision. This was a fantastic experience, and I enjoyed every moment of it. CoRE is a fantastic program that allows students to immerse themselves in inquiry-based learning in a real-world context. At the same time, they are developing essential life skills such as teamwork, critical and creative thinking, time- management, and self-reflection, amongst others. These are invaluable skills that will benefit them no matter where life takes them in the future. In this class, I acted more as a facilitator than a teacher as the students explored concepts and constructed their knowledge with guidance from their project outline and the teacher as needed. It was exciting to see the students discover concepts, create amazing pieces of work, including models and documentaries, and problem-solve with their peers along the way. I think CoRE is a fantastic program, and I hope I get the opportunity to work in this program again in future."

Connecting Industry and Education

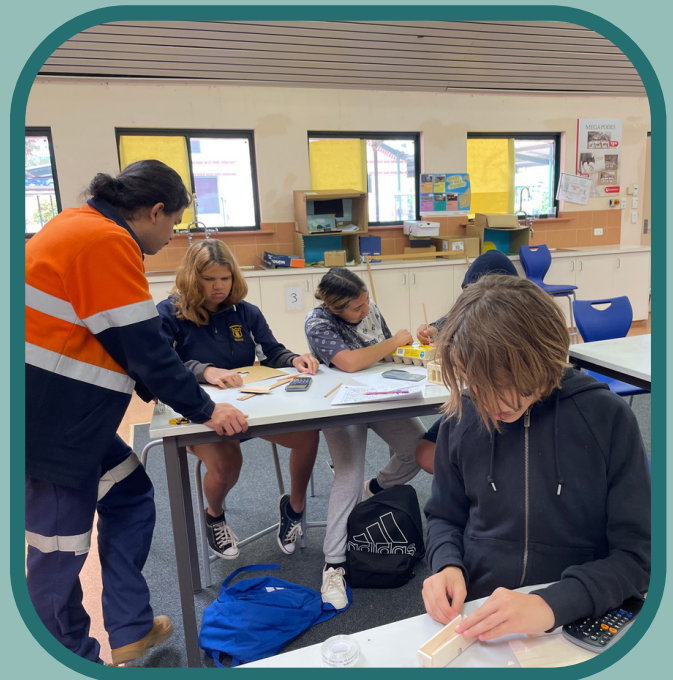
CoRE helps to deliver 'work-ready' graduates to industry which means greater productivity, less turnover and a more engaged workforce

A great recognition by Jonathon (IGO Graduate) on how different and how relevant CoRE Learning is for its students. This program has just completed its second year, and all partners look forward to 2023. The impact and relationship between the program and its students are apparent, verified by the mock interviews undertaken by Year 9-10 students.

"On Friday, the 11th of November, I spent the day at the Norseman District High School through the CoRE Learning Foundation Program. I spent the day with Suzy doing a range of fun and challenging activities with the students. With the Year 3-6 students, we walked around the school and nearby bushland, taking observational readings after we discussed any correlation between our values and possible reasons for the changes. It was fun to go out exploring with the students and to help apply some critical thinking about what they had just done. The Year 7-8 students had a real-world problem to solve, how much ore could be loaded onto a road train and the cost of transporting this from Nova Mine to Kalgoorlie. Once we worked this out, we had some fun building a scale model of one of these road trains. This was a refreshing activity as this was a real-world situation that people have to calculate for (rather than a man buying 52 watermelons), and we got to have a bit of fun in building a model of the trucks used for these calculations. Lastly, the Year 9-10 students participated in practice interviews, as almost all had yet to do an interview.

This was an excellent opportunity for them to experience what an interview might be like and to experience all the nerves that come with any job interview. This was a fantastic experience, and Suzy's work with the CoRE Learning Foundation is positively impacting these students by empowering and inspiring them into a world of STEM. This was my second trip to the school, and it was cool that most of the students remembered me from my last visit, and I can wait to go back."

Jonathon Meade.



Celebrating CoRE Resource Challenges and Showcases



Kent Street CoRE Resources Challenge



Merredin CoRE Showcase

Gamifying Earth Science

A digital learning tool improving Earth Science education and connecting it to resource industry careers.

Benefit

"Students were excited to use Minecraft education in the classroom. They wanted to further connect through constructing towns that were protected from different disasters. Students thought more about the types of careers people in the industry might have."



CoRE prides itself in the availability of the Educator Support Platform (ESP) it offers to educators. CoRE supports educators in transforming education through progressive teaching and real-world learning and helps create more successful outcomes with better performance, clear career paths and employment.



Gamifying Earth Science (GES) is real-world learning, learning that students understand and relate to and providing students with this unique style of curriculum delivery is genuinely inclusive, allowing students to diversify their talents and re-engage with science through 'doing.'



Testimonial

"CoRE's Gamification pilot program has fitted in seamlessly to our CoRE PBL's, enhancing student learning and bringing real life situations in industry to the classroom. Students are immersed in real careers and opens up the ideas of careers that they may never have thought of. As a teacher I am always seeking ways to strengthen communication and collaboration skills and it is great to see students growing these skills organically while using the gamification program."

Gamifying Feedback

An ESP example from Katherine, NT.

"As always, Minecraft continues to prove its high capability to provide engaging lessons in an environment many students are already familiar with and/or excited to use as a tool in classes.

This was highly successful; Minecraft is integrated into our support, so it ran perfectly once the kids were all on. The students were highly engaged in the lesson, with great visual feedback in the nicely scripted showcases of fire break methods and effectiveness that kept students excited to see how each one would fair. Some parts were a bit text-heavy or dumps. But a great use of the medium.

Again, a big thank you to Jett, who came around to us and was very confused and apologetic regarding the issues that I doubt were not CoRE's fault. He was very friendly with our kids, who also took a liking to him quickly, which is always a great sign as some of our kids have high walls.

I will let you know how the test goes once those domains have been approved!" Michael, Katherine High School, NT



The games are a real 'hit' with students. Initially, they struggle to transform the informal 'gaming' mindset into a 'curriculum-learning' experience but once resolved, the collaborative skills kick in, and they and the classroom 'problem-solving' setting are maintained.

CoRE Promotion

Conferences and Workshops



CoRE's Gamifying Earth Science workshops (top) are a winner. Most educators who attend are looking for an alternative learning delivery tool to 'spark' up their Earth Science programs. Gamifying is breaking down barriers; the educators want to use them; however, there are still several traditional mindsets in leadership that need to be convinced.



CoRE booths (middle) look great, especially since the introduction of rock samples incorporated into the games. Although absent from the STEMbiosis (NT) Conference, the TV booth managed to secure 12 leads.



The Perth Gem and Mineral Show was a huge hit. A group of Curtin University students set the CoRE and Exploring record of 10 seconds for a round at this conference. At this conference, the TV was introduced and proved to be a hit in engaging students in the games.

CoRE Operations

Student reflection

01

Meeting with Sach Pavich
- Minister's Advisor to the
Hon Madeliene King.

02

Meeting with Brett Duane
- Manager Greater Perth
for the Dept of Science,
Innovation & Technology

03

A potential restart of
Kalgoorlie CoRE with
discussions with
Alicia Pumphrey

04

The bid for the
International Earth
Science Conference
in Adelaide in 2026
was won. CoRE will
co-Chair with AGC.

05

Hiring of an Executive
Officer (Partnerships)
to commence in
2023.



"CoRE has just been an amazing experience and the regular classes make CoRE look like a day at Water World because of the same routine and teaching every day. I don't fully hate the classes, and definitely, it isn't the teachers but the very not hands-on way that we are educated is very pathetic." Year 8 CoRE student.



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Eucalypt Sponsors



Garnet Sponsors



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