

Innovation Hub Transforms Student Learning

Empowering Students to Create, Collaborate, and Succeed



Overview

The Innovation Hub launched on November 21, 2024. In 2024-25, about 1,790 students visited the Innovation Hub. Programming offered dynamic, hands-on learning experiences across all grade levels, from kindergarten to Grade 12.

Hands-On, Creative Learning

- Interactive programs fostered creativity and allowed students to design, build, and experiment—making learning memorable and engaging.



Boosted Attitudes Toward STEAM

- Students showed increased positive attitudes toward Science, Technology, Engineering, Arts, and Mathematics (STEAM), particularly those with initially lower confidence, fostering greater enthusiasm and participation.



Enhanced Problem-Solving and Resilience

- Students developed strong problem-solving skills and cognitive resilience by overcoming challenges in activities like 3D printing and drone piloting.
- Many students reported gains in confidence, adaptability, and self-efficacy, feeling empowered to tackle new challenges.



Collaboration and Communication

- Teamwork and peer feedback were central, helping students build communication skills and a sense of community.



Career Exploration and Aspirations

- Experiences inspired students to explore new career paths and entrepreneurial opportunities, broadening their horizons for future education and employment.

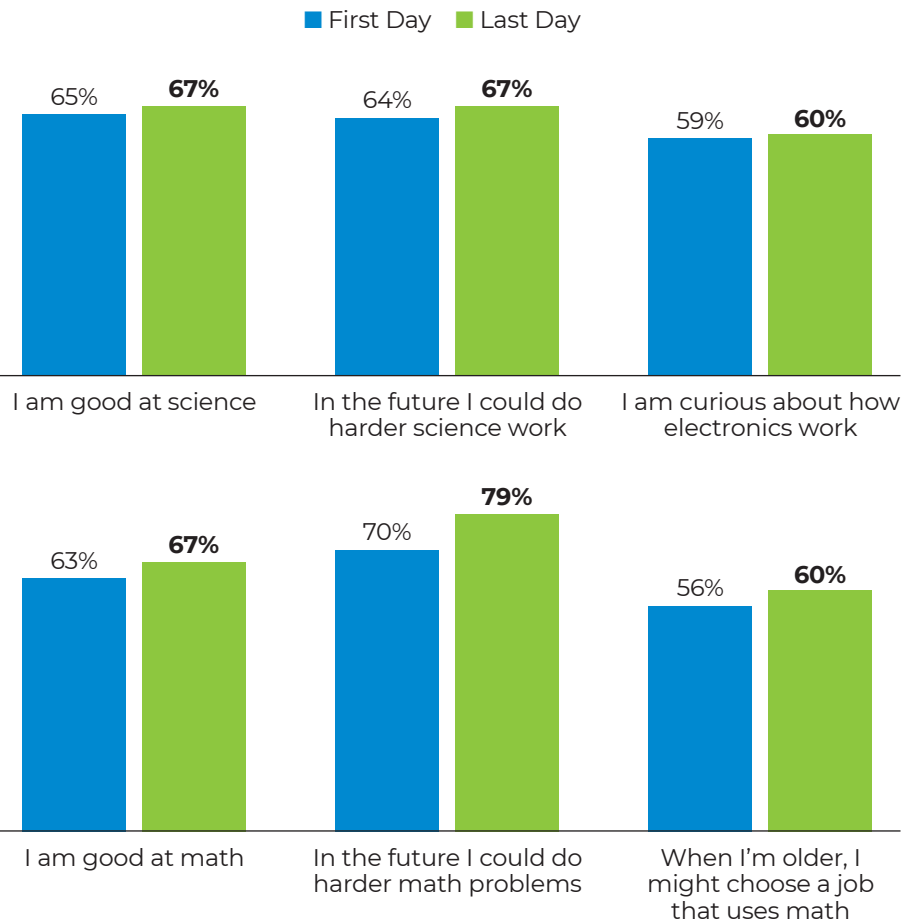


Skill Development Across Disciplines

- Students gained a wide range of skills: technical proficiency, critical thinking, leadership, creativity, and initiative—all connected to real-world applications.



Motivation and confidence in STEAM increases from first to last day in Innovation Hub programming



“They were independent and confident when working on STEAM projects. Each student got involved and loved to see their creations come to life”.

Quote from Teacher

“It’s fantastic. It’s opened my mind up more to the jobs that we don’t think about”.

Quote from Student

