

# 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.



### 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

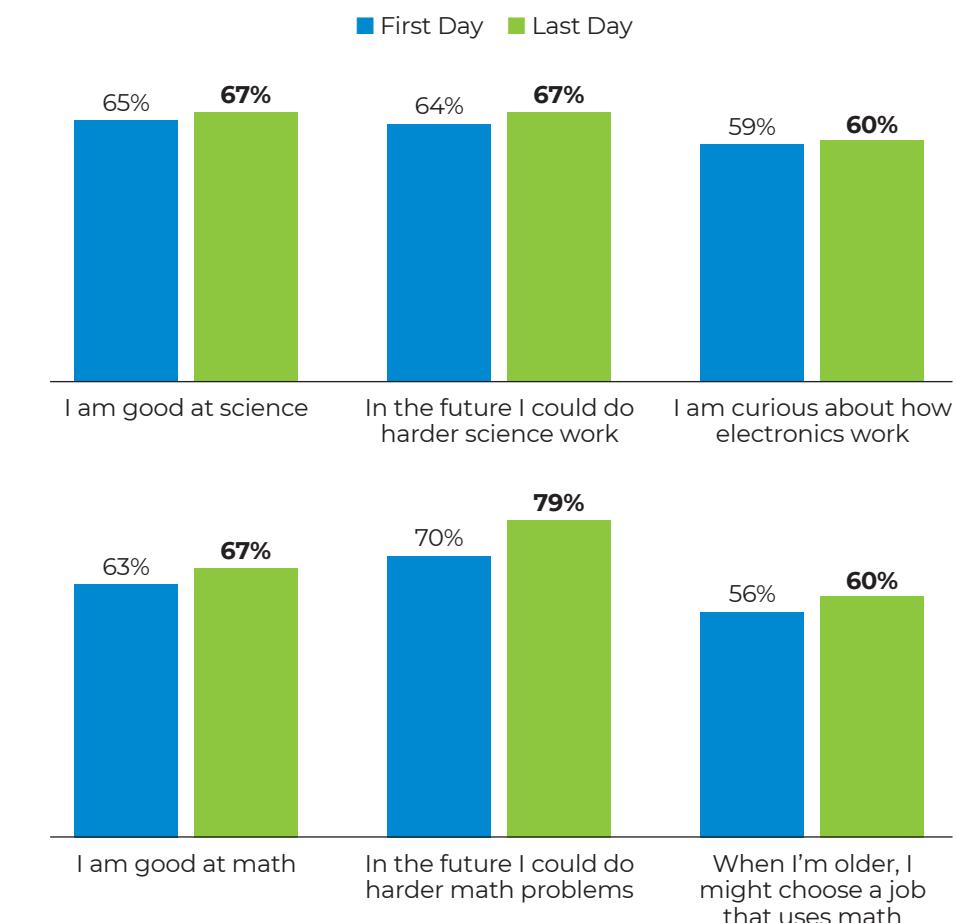
Students gained a wide range of skills: technical proficiency, critical thinking, leadership, creativity, and initiative—all connected to real-world applications.



“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

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



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

Quote from Student

