



QUEENSLAND

Thursday, 25 June 2026

Imagine, Invent, and Inspire - *we are the change*

The conference theme highlights how STEAM learning develops the thinkers, problem solvers and change creators that imagine, invent, and shape the world.

The It Takes a Spark! STEM Conference inspires and engages forward thinking Year 4 to 10 students, Teachers and Education Leaders in STEM.

The It Takes a Spark! STEM Conference program is different to many conferences namely it is intended for both Teachers and Students to attend. This **parallel learning** experience facilitates shared knowledge and collaboration between Teachers and their Students.

How the event works

The day begins with an outstanding keynote speaker to engage and inspire **educators and students**, followed by the engaging STEM Expo hands-on activity area. You will then move into preselected Digi-Design Mini Workshops, Problem Solvers Design Challenges with **Teachers** also having the option to attend Teacher only Mini-Master Classes.

The brightest educators and students who are passionate about STEM and key organisations will lead the action-packed sessions.

Why attend...

- Hear from experts in the STEM field
- Engage in innovative, **hands-on STEM** learning alongside your students
- Discover the latest developments, innovations, tips and tools in STEM from experts and practitioners.
- See live demonstrations and receive resources, tools and tips to implement back in the classroom
- Network and collaborate with other schools, educators and industry experts and get **insight into their STEM activities and programs**
- Earn professional development hours

Who the conference is for...

Year 4 to 10 students: those who are already (or aspire to be) STEM Leaders in your school OR those you wish to spark an interest in STEM

Teachers: those who have little experience and those who have a lot, looking to be inspired, participate in hands-on professional learning and network with peers

Heads of Learning Areas / Curriculum: who wish to elevate the teaching of future ready skills and disciplines

Principals and Deputy Principals: to witness what is possible by embedding STEM authentically in your school

Outstanding Keynote Speaker



DR NAOMI PAXTON

**MedTech innovator
Research & Operations Lead,
Propel Health AI**

Dr Naomi Paxton is a MedTech innovator. She is currently the Research & Operations Lead at Propel Health AI, a Brisbane-based startup and Australia's first end-to-end healthcare data and AI platform, where she supports the development of AI-powered tools for clinical decision-making, real-world evidence generation, and healthcare system transformation. Previously, Dr Naomi Paxton was a Senior Research Fellow at QUT and led the Bioinspired Additive Manufacturing (BioAM) group. With a background in physics, Naomi completed the dual international Biofabrication Masters degree and has completed her research training in world-leading international labs in Australia, Germany, the UK and USA.

Dr Paxton is also a multi-award-winning science communicator, dual TEDx speaker, and passionate advocate for diversity in STEM. For Naomi's commitment to STEM outreach & engagement, and in particularly supporting Women in STEM, Naomi was awarded QUT's overall Student Leader of the Year. Naomi was also the inaugural winner of the ATSE Ezio Rizzardo award, recipient of the QLD Women in Technology's Life Sciences Young Achiever Award, CSIRO Alumni Scholarship in Physics.

FAQ's...

Teachers **can** attend without students.
Most schools register as a group, packages available.

Early bird registration

Book or **Hold places** now to secure.
Visit website for details or contact us

Presenter opportunities

Available for educators **and/or** students
Contact Dr Adrian Bertolini



Programme: spark-educonferences.com.au/queensland-spark-2026

Contact

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Host School



Rothwell Campus, Mewes Rd & Anzac Ave, Rothwell QLD 4022

Organiser



intuyuconsulting.com.au



When we asked teachers how the 2025 event made a difference to your thinking or practice? This is what they told us...

- It was a great experience and will take a lot back
- The concepts and activities ignite creativity and problem-solving skills for all learning levels
- More confidence and curiosity to embed STEM at school
- Science made fun. Very enthusiastic and entertaining presenters
- So many different ideas, strategies and planning practices
- Expanding my coding knowledge
- Got some great lesson plans
- Be more open to Science resources including AI. More awareness of what is available. We bought the game from Epic Card Games
- Coding is less scary now. Considering the use of Arduino possibly in senior science data collection
- Application of design thinking
- The presentations were cool, overwhelming, great stuff
- Inspired to purchase materials for innovative experiments for students
- It introduced and reminded me of processes and practices which I haven't implemented in classrooms
- Morning session about Gen AI for teachers was great
- Think about how I can use technology / STEM in my lessons
- More hands-on activities
- Actionable AI intelligence knowledge From Day of AI and Water Filtration workshop
- Provided insight into various organisations our school can tap into to support students and staff to develop STEM capabilities
- It gave me some experiment ideas
- It was interesting to gain new insights on AI
- Fresh ideas on how to deliver content, updated knowledge on AI and cybersecurity
- Hands-on activities to spark curiosity
- Loved the hands-on workshops

When we asked the students 'What has changed in your thinking about STEM now that you have attended this conference?' They told us...

- I want to have a job in building games
- I used to think it was boring but it is not
- STEM gets more interesting and there is more to learn
- A lot because I can come up with ideas to help Pop and Grandma
- There is a lot more to STEM than just Science and Technology
- That STEAM is not just "robots" but its world changing
- Before today I had no idea about STEM and now it is fun
- That you can do anything with STEM / STEAM
- It taught me lots of things to do with science and robots
- I think it is very fun to do different things I haven't done before
- The range they cover
- That even if you don't have tap water you can still make it clean
- To help the earth to stop cyclones
- The variety of subjects and jobs that apply and are in STEM
- It's really fun and cool building and creating things
- You can make a difference
- Education can be learnt interactively and socially
- I feel like I am more educated on how STEM works
- It needs critical thinking
- It has elicited an interest in learning new things
- That maths is the best part
- I think STEM is awesome
- I didn't know that there were so many different options
- Making goals always gets you somewhere. This way of thinking really helps when working to achieve something
- We use engineering in everyday life
- The under appreciation of STEM
- STEAM has changed my life immensely
- Extremely interested in cardboard games
- I have learnt a lot about human connection

Flow of the day....

*Listed program is subject to change

9.15am	Sign-in opens
9.45am	Master of Ceremonies - Welcome, set up for the day and housekeeping
9.55am	KEYNOTE SPEAKER
	ROTATION ONE - 60 minute session
10.25am	STEM Expo <ul style="list-style-type: none"> o Hands-on STEM activities for Year 4 to 10 students <u>and</u> teachers o Opportunity to engage in multiple STEM experiences o Presented by STEM students / educators / universities / sponsors / organisations o 10-15 min activity, moving between activities during the 60 minute session
11.25am	LUNCH - A light lunch included for students, teachers and presenters. An opportunity to network with other teachers and students.
	ROTATION TWO - 40 minute session
11.50am	DigiDesign Mini-Workshops <ul style="list-style-type: none"> o Preselected parallel mini-workshop sessions on a specific STEM topic o For Teachers <u>and</u> Students o Hands-on STEM learning for Year 4 to 10 students o Presented by STEM students / educators / universities / sponsors / organisations
11.50am	Teacher only Mini-Master Classes <ul style="list-style-type: none"> o Preselected parallel sessions o Hands-on masterclass on a STEM topic that will make a difference for teachers to enact in their school o Presented by STEM educators / universities / sponsors / organisations
12.35pm	BREAK - A quick break before moving to the next preselected workshops
	ROTATION THREE - 70 minute session
12.50pm	Problem Solver design challenge <ul style="list-style-type: none"> o Preselected parallel sessions o Aimed at Year 4 to 10 students <u>and</u> teachers o This session involves real life design challenges where attendees are led through the design process to ideate and present possible solutions o Presented by STEM students / educators / universities / sponsors / organisations
12.50pm	TEACHER only Mini-Master Classes - 70 minute session <ul style="list-style-type: none"> o Preselected parallel sessions o Hands-on masterclass on a STEM topic that will make a difference for teachers to enact in their school o Presented by STEM educators / universities / sponsors / organisations
2.00pm	WHERE TO NEXT, FEEDBACK AND CLOSE OF QLD CONFERENCE <ul style="list-style-type: none"> o Completion of feedback form o Prize draw for Teacher STEM Passport
2.15pm	END OF THE CONFERENCE