

Commissioner's Space to Dream Exhibition opens today at the Australian Space Discovery Centre

The Commissioner's **annual Space to Dream Exhibition** featuring 3D and 2D top-rated entries into this year's design thinking challenge opens today at the **Australian Space Discovery Centre** at Lot Fourteen, North Terrace. The exhibition features top rated designs chosen from entries received from schools across the State whose students participated in the Commissioner's Digital Challenge and runs through to Friday 24 January 2025. It will then tour to 27 participating SA libraries and community centres across the state.

Now in its fifth year, the Commissioner's **Space to Dream Challenge** supports students to learn design thinking skills and apply them to the design of a toy or gadget for someone their age who is 'moving to Mars'.

Jack in Year 4 at Coomandook Area School has taken out the grand prize this year winning a 3D Printer for their school, donated by Challenge Partners **Makers Empire**. Jack's *Hollow-Ball* 3D design was selected by the Commissioner for its focus on maintaining health and fitness in space. In Jack's words "Hollow-Ball is a dome for people who want to get better at netball while they are on Mars. There will be lights in the room. They will project a hologram with little people and a little ball. You might be asking "how can you hold the ball?" Well there will be sensors in the room to detect if you are holding the ball.

Other top-rated 2D and 3D designs selected to feature in the exhibition include:

- *Super Spinner (by Courtney and Georgia from Mundulla Primary School) – "it helps you tell the time and there are squishy on it for stress. There is also a walkie talkie on it just in case you get lost.*
- *Jet Board (by Lani, Marree Aboriginal School) – "it's like a skateboard but with small jets on the bottom. There are foot-buttons to turn on the jets when needed."*
- *Flybot (by Manroop, Challa Gardens Primary School) – "It can help people's emotions by talking to him. It has every important thing."*
- *Hologram Pad (by Oliver, Lucindale Area School) – "You put information in the USB and pull the hologram apart and use it like an iPad.*

The Commissioner's **Space to Dream Challenge** was devised to inspire the next generation of South Australian space entrepreneurs and innovators. By exhibiting the top-rated **Space to Dream** designs at the **Australian Space Discovery Centre** children can more easily make the connection between their interests and skills, and how these might lead to a career within the Space industry.

Space to Dream Travelling Exhibition:

In 2025, the Commissioner's **Space to Dream Exhibition** will travel to 6 metropolitan libraries and 21 regional centres and libraries across the State.

Details of the Space to Dream Travelling Exhibition can be viewed here:

<https://commissionersdigitalchallenge.net.au/exhibition/>

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I really enjoyed seeing how students applied their newly acquired design thinking skills. Their imaginative approaches to solving challenges for humans living on Mars are both ingenious and creative. Jack's focus on a gadget to support a person to remain active in a team sport they enjoy playing back on Earth was a first. There were so many good designs it was hard to choose, particularly those who incorporated elements that could support someone's mental and physical health such as 'Alien Guy' by Phoebe in Year 3 which in her own words "works by taking the cold air and turning it into power. It sings to you, and it gives you food and drinks. The blue button makes the toy move. The brown button turns it to purple."

Background

The Commissioner's Digital Challenge is the result of Commissioner Connolly's commitment to ensuring South Australian children and young people are given an inclusive digital opportunity. The free, recurring, year-round Challenge runs from January to September each year. It has been designed to ensure core ideas integral to digital empowerment are taught in fun and interactive ways, supporting students, teachers, schools, libraries, and community groups to participate with ease. It is made available FREE via a dedicated website (www.commissionersdigitalchallenge.net.au) where hundreds of digital activities curated with input from some of Australia's (and the world's) leading digital industry players can be accessed with ease.

Space to Dream is the second in a series of digital challenges designed to emphasise the importance of digital literacy for today's young people because "**digital skills are life skills; crucial to future jobs, social inclusion, and to building a more equitable world.**" The other Challenges in the series are **Learn to Speak Robot** (a Computational Thinking challenge) and **Zoom Out** (a Systems Thinking Challenge).

For full details of SA schools who received 2024 Challenge rewards visit the following links:

Space to Dream Winners 2024:

<https://commissionersdigitalchallenge.net.au/design-thinking/schools/schools-winners/>

Learn to Speak Robot and Zoom Out Winners 2024:

<https://commissionersdigitalchallenge.net.au/digital-thinking/schools/schools-winners/>

The Commissioner's Digital Challenge re-opens on Day 1 of Term 1 in 2025.

Schools can pre-register today via this link: <https://commissionersdigitalchallenge.net.au/registration/>

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