



STEAM TRAIN EDUCATION
PRESENTS TO YOU

THE NEW WORLD

INTERDISCIPLINARY LEARNING MEETS
ESCAPE ROOMS!



OUR FOUNDING STORY

We are passionate about delivering activities that truly engage students in their education and to prepare them for the path ahead.

As parents, we know that the future jobs available to our children probably don't even exist today. While this means that academic content must continually evolve to meet industry demands, the need to encourage critical thinking, personal and social capabilities and many other transferable skills has never been more important.

We know how tough it is for schools to continually create or find activities that will be relevant and stimulating to curious young minds and we believe that through Steam Train Education activities, the skills and creative confidence that the students gain today will help them tackle the challenges and opportunities of tomorrow.

We look forward to working with you!

Jodie and Tom

Jodie Burton & Thomas Hudson
Founders – Product Designers – Parents



WWW.STEAMTRAIN.EDUCATION

INTERDISCIPLINARY LEARNING

The New World is designed to deliver interdisciplinary learning by combining the philosophy of STEM and the curriculum objectives of General Capabilities into one activity.

Tailored for Grades 5–8, The New World integrates the Victorian Curriculum’s capabilities areas of Critical and Creative Thinking and Personal and Social Capability seamlessly.

Working through the puzzles, students are prompted to think critically as they analyse clues, infer connections, and formulate hypotheses, fostering their problem-solving skills. Moreover, engaging in collaborative investigation encourages social interaction and teamwork, nurturing their ability to communicate effectively, resolve conflicts, and respect diverse perspectives.

The boundaries for learning are infinite but to get students onboard the Steam Train, we understand that our activities must first capture the imagination!

Challenge Accepted!



THE NEW WORLD

In partnership with The Mystery Rooms we have produced an engaging interdisciplinary learning activity in the framework of an 'escape room' inspired game.

Students take on a shared mission to complete an objective by following a trail of clues and solving a series of puzzles. They must work as a class and as smaller organised groups focussing on leadership skills, teamwork, observation, communication, creative thinking and problem solving.

Objective: Students onboard the Pandora Spaceship arrive at Exoplanet Anthora to find the landing probe damaged. They must travel to both hemispheres of the new world to retrieve essential information for getting communications back online before the ship’s oxygen runs out.

ESCAPE THE PREDICTABLE

GROUP SIZE 16-32 STUDENTS

SESSION TIME 90-100 MINUTES

YEARS GRADES 5-8

SESSION COST FROM \$400

THE NUTS & BOLTS

(AND SLIGHTLY MORE COMPLICATED THINGS ...)

The New World is an immersive workshop designed to foster critical and creative thinking skills while enhancing students' personal and social capabilities through collaborative problem-solving and inquiry. This includes:

- Critical Thinking
- Collaboration
- Problem Solving
- Communication
- Creativity
- Time Management
- Self-Confidence
- Leadership
- Respect & Empathy
- Reflection & Growth

The puzzles are varied and will expose students to a broad range of STEM topics and observations. Though no prior knowledge of these topics are required, the puzzles will raise learning/discussion in such topics that include:

- Invisible Light Spectrums
- Light Refraction, Reflection and Absorption
- Magnetic Properties of Metals
- Radio Waves
- Mechanical Systems
- Electrical Engineering Sensors
- Magnetic Locks
- Navigation
- Binary & Decimal Conversions

Students are equipped with a range of tools to assist them in their mission. Such examples include:

- Endoscope
- Compass
- UV torch
- RGB torch
- Stud Finder
- Digital Tuner
- Magnets

In addition students will have tech exposure to hardware that includes:

- PCB
- Arduino
- Gyroscope
- Reed switches
- RFID
- Wifi router
- Sound sensors
- Neo-pixels
- MP3 Modules



THE GRITTY & THE NITTY

TIMINGS

The New World sessions last between 90-100 minutes depending on your class timetable and are designed to run within a double lesson. We can facilitate one or two groups simultaneously across 3 sessions per day. This gives us the capacity to facilitate 6 different groups of students (<32 students per group) across a day.

SPACE

We require the school to provide an uninterrupted indoor space approximately the size of 1/3 netball court.

UPON ARRIVAL

Each group of students is assigned the holistic mission by our Steam Train Education facilitator.

The group is then divided into 4 smaller teams (random or predetermined), each travelling to 2 hemispheres in The New World, with further time dedicated to preparation, reflection and skills training.

The activity concludes with a facilitator-led class process to complete the mission.

PRICING

Session	1 group (per group)	2 groups (per group)
1 (90-100 mins)	\$750	\$600
BREAK		
2 (90-100 mins)	\$600	\$500
LUNCH		
3 (90-100 mins)	\$500	\$400

GROUP SIZE

We can facilitate one or two groups of students simultaneously onsite (in separate rooms or one larger space).

Though class sizes are often capped at 24 students, we can facilitate up to 32 students in a single session, allowing you to combine classes and save on session costs.

This allows up to 64 students on a single session of two groups, or a maximum of 192 students within a day (3 sessions of 2 groups).

Equivalent per student price starting from just \$12.50 (ex GST)



GET ONBOARD

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