STEAM ACADEMY 2026

Dedicated Learning Spaces

Learn and **collaborate** with peers using **exclusive** STEAM learning spaces and resources

50:50 Split Timetable

Engage with a 50:50 split between core subjects and STEAM project-based *Future Thinkers* program

Engineering Design Process

Be inspired to **think**, **design**, **build**, **adapt**, and **reflect** on innovative solutions to solve real-world problems

Year 7 Expression of Interest - 2026

BUILD YOUR WINGS

Passion is everything...

Our *Future Innovators* are passionate about Science, Technology, Engineering, Arts and Mathematics (STEAM). Students will study the below topics throughout their STEAM Academy journey. These overarching topics will be taught through a STEAM lens / pedagogical model where students will participate in project-based learning and will have the opportunity to work alongside industry professionals as well as specialised excursions, incursions and camps.

Students will be taught these skills through each of the following subjects: Science, Digital Technology, English, Art, Humanities and Mathematics and an exclusive STEAM subject: *"Future Thinkers"*, where students will collaborate with each other and industry using the latest technologies to solve real world issues.

Students will be able to connect with the wider college in PE, inter-school sports, performing arts, lunch time clubs and other school-wide extra-curricular activities.

Note: LOTE will be replaced with Coding and Computational Programming Languages

STEAM Journey over four years:

	Year 7	Year 8	Year 9	Year 10
Semester 1	Conservation	Space	Aviation	Accelerated VCE / VET Certified Outcome
Semester 2	Sustainability	Transportation	AI & Robotics	

At the conclusion of Year 10, students will have completed an accelerated VCE / VET Certified course. They will have an opportunity to apply their knowledge and skills in an area of interest.

Students will continue in the Year 11 VCE program at the College. Here they will accelerate a Unit 3 and 4 subject which will contribute towards their final ATAR.

SELECTION PROCESS

YEAR 7

Primary Transition
- Student is accepted at BPC through the Statewide Transition Process

Eligibility
- Entry requirements for selection into the STEAM Academy located on college website
- Submit a STEAM Expression of Interest (EOI), via college website.

EOI Review
- Primary school references are contacted to determine student academic and engagement history
- Review most recent NAPLAN and literacy/numeracy diagnostic data

Interview
- Shortlisted applicants will have an opportunity to give a short presentation which demonstrates their passion for STEAM, and what they hope to gain from the four-year STEAM Academy program

Acceptance Offer
- Successful applicants offered a placement into STEAM Academy for Year 7

Orientation
- Students attend Statewide Primary Transition Day
- Begin orientation into the STEAM Academy

We are working with...

CSIRO

ZOOS VICTORIA
Fighting Extinction

NASA

SWiN BUR NE
SWINBURNE UNIVERSITY OF TECHNOLOGY

ESSENDON FIELDS

City of Moonee Valley

METROTUNNEL

VSSEC

Engineering Tomorrow

NVIDIA

The STEAM Academy is proud to be working with local, national and international institutions so that students have the opportunity to connect with and learn from industry innovators and leaders in various fields.

ASPIRATION | KINDNESS | RESILIENCE | COMMUNITY