

An interdisciplinary approach to education

STEAM learning

Our world is changing

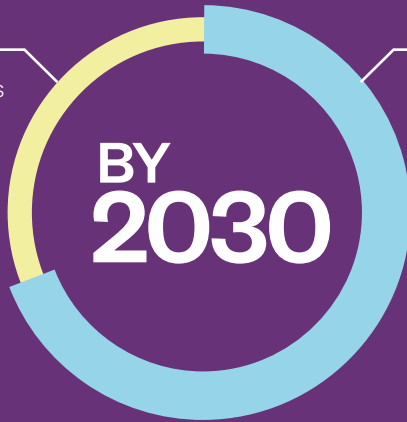
Australia's unemployment rate could temporarily **spike by up to 2.5%**



25 - 46% of current work activities in Australia could be automated



1.8 million to 5 million workers may need to change professions to remain employed



70% are training for a job set to be replaced by **automation**

Those employed will spend over **60% more time** using technological skills

3.5 - 6.5 million full-time equivalent positions could be displaced
18% of workers may lose their job due to technology and AI



Pillars and disciplines

SCIENCE

- Geography
- Geology
- Chemistry
- Biology
- Astronomy
- Physics

TECHNOLOGY

- Agriculture
- Biotechnology
- Information communication
- Manufacturing & construction
- Transportation
- Power & energy

ENGINEERING

- Chemical
- Civil
- Mechanical
- Software
- Electrical
- Materials
- Mining
- Environmental
- Systems
- Data



ARTS

- Art
- Music
- Drama & theatre
- History
- Social sciences
- Economics
- Languages
- Dance
- Creative writing
- Film



MATHEMATICS

- Research
- Data science
- Statistics
- Accounting
- Surveying
- Meteorology



Why study STEAM?

Promotes a **growth and innovative mindset**



Encourages **curiosity, collaboration and creativity**

Develops **critical-thinking and problem-solving skills**



Reinforces **real-world applicability**

Builds resilience, confidence and independence

Increases **employment opportunities**

Provides **higher salary potential**



References: McKinsey & Company, training.com.au

For more information, please contact 13 26 44 to speak to one of our Education Specialists or view our complete range online.

