



Science World Announces Collaborative Province-Wide STEAM-Learning Initiative Symbiosis

Saturday's Girls and STEAM Event Demonstrates Symbiosis in Action, Empowering Female Youth to Pursue Careers in Science, Technology, Engineering, Arts and Math

FOR IMMEDIATE RELEASE

Vancouver, BC, November 5, 2018—During their inaugural Girls and STEAM event on November 3rd, Science World British Columbia announced the official launch of [Symbiosis](#), a province-wide STEAM (Science, Technology, Engineering, Art & Design, Math)-learning initiative designed to provide equal and increased access to high quality educational opportunities for youth throughout British Columbia.

The first program of its kind in Canada, Symbiosis endeavours to prepare youth in B.C. for the STEAM-heavy job landscape of the future by connecting students across the province with mentors, resources and technology. It is estimated that two-thirds of students entering elementary school today will be employed in jobs that do not currently exist, and of those new jobs, about 80 per cent will require STEAM literacy. Yet learning opportunities in these fields is not equally available across B.C., resulting in a huge proportion of youth, particularly in Indigenous and other underserved communities, not receiving quality STEAM-related educational opportunities.

"By spearheading Symbiosis, Science World's vision is that within five years, every child, teen and young adult throughout B.C. will have access to quality STEAM learning opportunities - regardless of location, ethnic or cultural background, or family income," says Dr. Scott Sampson, President and CEO, Science World. "We know that with proper access, support and resources, all students across B.C. will have the opportunity to succeed in tomorrow's workforce."

Symbiosis is a cross-sector network that will include hundreds of organizations that engage children and youth in STEAM learning. As the initiative grows and evolves, it will involve dynamic collaborations among schools, out-of-school programs, museums, science centres, institutions of higher education and professional associations, as well as the private sector, government, community-based organizations, youth and families.

Symbiosis will focus on three key impacts:

- **Mentorship** - Dramatically increase the number of qualified STEAM mentors in B.C.—from teachers and scientists to technologists and entrepreneurs
- **Networking** - Connect mentors and youth within communities through networking opportunities, from classroom visits and on-site shadowing to volunteering and paid internships

- **Resources** - Build a digital hub to interweave these communities, host a library of learning resources and connect children and youth to the spectrum of educational opportunities

Science World's first Symbiosis event, Girls and STEAM, was held on November 3rd. The event aimed to inspire and empower girls to pursue careers in Science, Technology, Engineering, Art and Math by connecting them with mentors and female role models in these fields. During the event, Symbiosis was announced by Science World's President and CEO, Dr. Scott Sampson and the Honourable Rob Fleming, Minister of Education. The Honourable Bruce Ralston, Minister of Jobs, Trade and Technology also made a Proclamation, officially appointing November 1-7th 2018, as *Women and Girls in Science, Technology, Engineering, Art and Design, and Math (STEAM) Week*.

For more information, please visit symbiosis.ca.

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About Science World

Science World is a BC-based charitable organization that engages the people of British Columbia in STEAM literacy. Their mission is to ignite wonder and empower dreams through science and nature. Their vision is that within a generation, Canada will be a country of thriving, sustainable communities rooted in science, innovation and a deep connection to nature.

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