

Career Flights

We provide a selection of established career based incursions, in addition to working with careers experts to develop customised incursions. A few of our most popular career-based incursions are detailed below, and are adaptable to each year level.

Exploring STEAM Careers

TECHNOLOGY

SCIENCE

ENGINEERING

ARTS

MATHS

Students have the opportunity to experience how STEAM careers look and feel. VR brings the variety and excitement of STEAM careers to life in the classroom. Students also learn how different degrees in STEAM are essential to many career paths as of today and the future. We show through immersive VR that STEAM careers are so much more than what students may have thought. You cannot be what you cannot see!

CAREER FOCUS

- Using students' interests in specific STEAM subjects to virtually immerse themselves in related VR experiences
- Expanding students' mindset to try out new experiences with a STEAM focus
- Identifying new skills & careers of interest with STEAM

VR EXPERIENCES

Frog Dissection, Open Heart Surgery, Tower of Pisa, Foucault Pendulum, Rad Robots, Master of Design, Cataclysmic Earth, Ecosphere, Game Development

VCAL Trades Exploration in VR

BUILDING

INDUSTRIAL

MECHANICAL

SAFETY & COMPLIANCE

TRANSPORT & LOGISTICS

Students will explore a variety of trades from different trade paths. Students may build upon trades ideas they have in mind, in addition to exploring other trade paths they may not be aware of or have considered. Trades are hands on, so what better way to find your trade than doing a hands-on VR trades experience. In the incursion we explore a multitude of career paths in trade and how students can achieve them.

CAREER FOCUS

- Exploring & learning about the various trade paths
- Testing out different trades to find the right fit
- Identifying new skills & interests

VR EXPERIENCES

We have over 20 VR trades-based experiences

Bringing Your Morrisby Profile Careers to Life

EXPLORING STEAM

EXPLORING TRADES

Year 9 and 10 students are encouraged to explore the results of their Morrisby Profile by understanding their strengths and interests. Each VR experience is guided and personalised to best suit each student.

CAREER FOCUS

- Using the Morrisby Profile interests, subjects & favored careers to guide student experiences
- Expanding students' mindset through VR
- Identifying new skills & careers of interest with STEAM & Trades

VR EXPERIENCES

We have over 40 VR experiences for Morrisby Profile



MINDFLIGHT7

SEE YOUR FUTURES

MINDFLIGHT7 FLIGHTS

STEAM Flights

Mindflight7 offers 60+ virtual reality (VR) experiences for students. We provide a selection of tried-and-true subject based incursions, in addition to working with teachers to develop customised incursions. A few of our most popular incursions are detailed below. Incursions are adapted based on the students' year levels.

Bringing STEAM to Life with VR

TECHNOLOGY

SCIENCE

ENGINEERING

ARTS

MATHS

In this integrative incursion students will be immersed in all facets of STEAM. Subjects from biology to physics, the environment, to coding, design, and geography will be brought to life via educational VR experiences. From dissecting a frog, to performing surgery, to seeing and feeling the dramatic impact humans have on the earth's biodiversity and more. Most VR experiences also include a tutorial to help students develop a deeper understanding of the subject area.

LEARNING OUTCOMES

- Understanding of STEAM in a broader context
- Tutorials & immersive life-like experiences to prompt further exploration & questioning
- Expanding knowledge & interest in new areas of STEAM

VR EXPERIENCES

Frog Dissection, Open Heart Surgery, Tower of Pisa, Foucault Pendulum, Rad Robots, Master of Design, Cataclysmic Earth, Ecosphere, Game Development

Entrepreneurship & The Digital Economy

TECHNOLOGY

ARTS

MATHS

Students will learn about the digital economy through a VR experience, followed by a small group activity generating ideas for a specific school problem, using technology! It involves a small group ideation process and using VR to capture the implementation of the idea. The session will include a debrief & discussion around the pros and cons of digital technology in the world today.

LEARNING OUTCOMES

- Understanding of the ideation process
- Understanding of basic business concepts
- Becoming familiar with using VR for design & process mapping

VR EXPERIENCES

Rad Robots, Master of Design, Game Development, Multibrush

Digital Artists Unleashed!

TECHNOLOGY

ARTS

Students are living in a digital age and data is their artistic material. Using VR art experiences students can engage in solo & collaborative artistic activities. From creating their own digital logo through to collaborative digital design work and composing music to accompany the digital artwork they create.

LEARNING OUTCOMES

- Understanding of what digital art is
- Increased confidence in their artistic abilities
- Understanding of basic principles of making digital art

VR EXPERIENCES

Multibrush, Soundstage



Incursion Flight Path

Your typical flight path will see students led by our friendly and helpful VR technical and events staff as they guide them through experiences, ask them questions, and connect their learning back to school-based study.

Incursion length: 60-90mins

Capacity: Up to 26 students

Fee: \$25+GST per student

Delivery Team: 2+ Mindflight7 VR Event Facilitators per class

Get in Contact

To find out more information about us and our services, get in contact through our various social media channels or directly through our website.



Website: www.mindflight7.com.au

Instagram: www.instagram.com/mindflight7_au/

Facebook: www.facebook.com/Mindflight7/

LinkedIn: www.linkedin.com/company/mindflight7/