

Outreach Workshops

**Creative Media and Communication,
Humanities and Social Sciences (HASS),
Health, Science, Technology, Engineering
and Mathematics (STEM)**

Ngala kwop biddi.
Building a brighter future, together.



Workshops at Murdoch University

At Murdoch University, we offer a range of FREE, hands-on workshops for secondary students. Our workshops have been designed to align with curriculum and to teach your students skills relevant to their studies.

Students will learn from our community of academics and student ambassadors in industry standard facilities. Our workshops give students a fantastic insight into what life as a Murdoch University student is like.

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Key



Excursion



Incursion



Regional
schools

Acknowledgement of Country

Murdoch University acknowledges the Whadjuk people of the Noongar nation as the traditional custodians of this country and its waters and that Murdoch University stands on Noongar Country.

Murdoch University pays its respects to Noongar Elders past and present and acknowledges their wisdom and advice in teaching and cultural knowledge activities.

About our programs

Excursions and incursions

Most workshops are delivered at Murdoch University's Perth campus. However, many can also be offered at your school as an incursion, depending on the specific equipment and staffing requirements of your chosen workshop. All workshops are delivered free of charge. To tailor your excursion or incursion, please discuss your students' needs and current topic of study with one of our Outreach Officers.

Half and full day experiences

Single, stand-alone workshops can be booked or a schedule of multiple workshops can be created for a half or full day experience. If you are bringing a larger cohort, students can be divided into groups and rotated through activities. There are a number of workshops that complement one another, allowing for the transferral of skills, knowledge and techniques to a variety of mediums.

Availability

Workshops are run during school hours and are subject to the availability of academics, professional and technical staff. The best time for excursions to Murdoch University is during our non-teaching weeks – late March, June, July, late August, November and December. Bookings can only be taken for the current semester as successive semester timetables have yet to be confirmed. Talk to us about excursions at different times of the year to see what may be possible.

Additional activities and programs

The Amazing Race is a fun, engaging way for students to explore the campus while on excursion to our University. Teams of students are given a map with numbered locations where they must complete a challenging task. Students submit their answers at the end of the game to be in the draw to win a prize.

The Big Quiz is an interactive game complete with intense music and sound effects (think of a cross between Who Wants to be a Millionaire and The Chase). Groups of students compete against one another to answer questions as quickly and accurately as possible. Watch the excitement build as students check the leader-board after each round to find out who's in the running to win the grand prize!

We also have a range of careers and course sessions relevant to a variety of subject areas and age groups. Please contact an Outreach Officer to discuss your options.

Contact

To contact our team, please email outreach@murdoch.edu.au for enquiries or assistance.

Activities



Workshops

At Murdoch University, we offer a range of FREE, hands-on workshops for secondary students across all years, including ATAR. Our workshops have been designed to align to curriculum and to teach your students skills relevant to their studies. Students will learn from our community of Academics and Student Ambassadors in industry standard facilities. Our workshops give students a fantastic insight into what life as a Murdoch University student is like.

Tours

Take a guided tour of our Murdoch University campus or through one of our learning facilities. Led by our Student Ambassadors, your students will see and learn about a range of on-campus services available to them as undergraduate students, and explore practical learning environments used by our own students.



Talks

Murdoch University staff have a wealth of experience to share with prospective scientists, mathematicians and engineers. Learn what it's really like working in these fields to solve real-world local and global challenges by requesting a talk from one of Murdoch University's STEM experts.

Breakout Boxes

Breakout Boxes are immersive game experiences for students that test knowledge and understanding of a particular topic, and develop team-work, communication and problem-solving skills. Student teams race against the clock to solve a series of problems, the answers of which provide the combination to different locks (number, letter, symbol, colour). All games have been developed for a physical experience (teams have their own locked box, equipment and resources to work through).



Themed Quizzes

Need a fun challenge for your class? Let your students compete for first place in one of our topical quizzes. Our quizzes are written with a specific year group and section of the curriculum in mind. Each is presented in a fun competition format by a member of the Outreach team. Contact Outreach to see if a quiz is available to support your current teaching.

Career Tasters

Our popular Career Taster Program provides Year 9 students with a unique Murdoch experience. Student Ambassadors facilitate workshops that demonstrate their individual journeys to university study, lead interactive, hands-on activities and explore career prospects with your students. Whether you want to do a full or half day, hold it at your school or on our Perth campus, we can create a Career Taster day that works for you!



The Big Quiz

The Big Quiz is an interactive general knowledge challenge complete with music and sound effects (think of a cross between Who Wants to be a Millionaire and The Chase). Groups of students compete against one another to answer questions as quickly and accurately as possible. Watch the excitement build as students check the leaderboard after each round to find out who's in the running to win the grand prize!

Career and Course Information

We have a range of career and course information sessions relevant to a variety of subject areas and age groups. Please discuss including a session with an Outreach Officer.



The Amazing Race

The Amazing Race is a fun, engaging activity that allows students to explore the Murdoch University campus while developing their teamwork and communication skills. Teams of students are provided with a map of numbered locations they must visit and complete a challenging task. Students submit their answers at the end of the game to go in the prize draw.



Modes of engagement



Excursions

All workshops can be delivered at Murdoch University's Perth campus, and a schedule of multiple workshops can be created for a half or full day experience.

If you are bringing a large cohort, students can be divided into groups and rotated through activities. There are several workshops that complement one another, allowing for the transferral of skills, knowledge and techniques to a variety of mediums.



Incursions

Many of our activities can be delivered at your school as an incursion (dependent on the specific equipment and technical requirements of your chosen workshop).

Contact a member of the Outreach team to discuss whether an activity can be appropriately delivered at your school.



Regional schools

Our team conducts regional trips several times a year. Please discuss with the Outreach team if you would like us to visit your school for any hands-on workshops.



Creative Media & Communication

Creative Media Workshops

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Creative Media Workshops



Games Art & Design

Character Animation

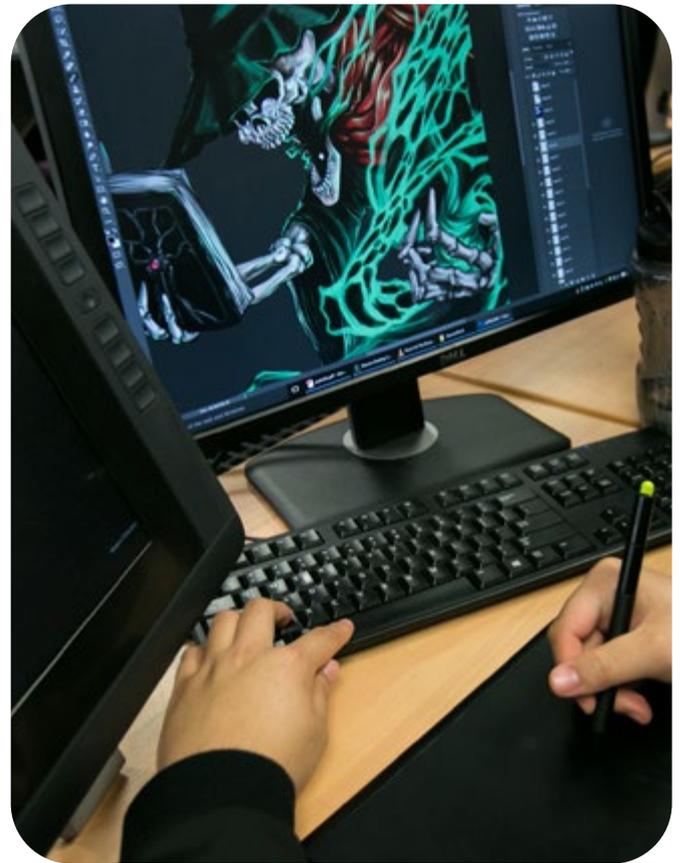
YEAR 9-12

In this workshop, students will learn how to create their own 3D character animation. This class has been designed for secondary school students starting out as beginners.

Duration
60 mins

Study areas
Media Arts, Visual Arts, ATAR Media Production & Analysis, ATAR Visual Arts, Cert II & III Creative Industries

Participants
Maximum 15 students



Introduction to Digital Painting

YEAR 9-12

This workshop will introduce students to skills and techniques for digital painting in Photoshop through developing their own character design. By the end of the session, each student will have a basic understanding of how to navigate the program and will learn a simple approach to designing and drawing characters used by industry professionals.

Duration
60 mins

Study areas
Media Arts, Visual Arts, ATAR Media Production & Analysis, ATAR Visual Arts, Cert II & III Creative Industries

Participants
Maximum 15 students



Introduction to Pixel Art

YEAR 9-12

Pixel Art is one of the most simple art styles, however creating a compelling design can be challenging. This workshop will teach students about the history of Pixel Art in game design and show them how to create their own retro self-portrait or design their favourite character using the website Pixilart.

Duration
60 mins

Study areas
Media Arts, Visual Arts, ATAR Media Production & Analysis, ATAR Visual Arts, Cert II & III Creative Industries

Participants
Maximum 15 students



Let's Make Games

YEAR 8-12

This hands-on workshop introduces students to the fundamentals of level design using Godot. Students will work on a project creating a level from start to finish with provided resources. The session culminates in a showcase where participants present their work to their peers, making for a fun and engaging experience that builds essential game design skills.

Duration
45 – 60 mins

Study areas
Media Arts, Visual Arts, ATAR Media Production & Analysis, ATAR Visual Arts, Cert II & III Creative Industries

Participants
Maximum 24 students



Graphic Design

The following workshops introduce key design thinking concepts and are best suited to on-campus delivery at Murdoch University. These sessions offer insight into design thinking ideology through theory, hands-on exercises, and project examples. Students will have the opportunity to apply design thinking methodology throughout the workshop.

Building Effective Prototypes - Exploring Low-Fidelity Prototypes

YEAR 9-12

Prototyping is an essential way to play, explore and invent new products and services. Prototypes are used for many sectors and are made in various ways to predict how products and services might function once developed. This workshop invites participants to engage in exciting methods for developing prototypes that are commonly used in global industries.

Duration

1 – 1.5 hours

Study areas

Design & Technology, Visual Arts, ATAR Design, ATAR Visual Arts, Cert II & III Creative Industries

Participants

Maximum 32 students



Deep Diving into Problems - Introduction to Design Thinking

YEAR 9-12

Design thinking is a practice that involves rethinking how we approach problems of any kind, for any project. It focuses on exploring the underlying core issues of project problems through creative and game-oriented methods. Participants will be introduced to design methods involving play to investigate, redefine and understand how problems are generated and learn how to approach them effectively. Big business, government and socially driven organisations are applying these radical techniques to rethink how we might improve the way we live around the globe.

Duration

1 – 1.5 hours

Study areas

Design & Technology, Visual Arts, ATAR Design, ATAR Visual Arts, Cert II & III Creative Industries

Participants

Maximum 32 students



Creative Ideation - How to Generate World-Changing Ideas

YEAR 9-12

Ideation is the design process of developing project concepts using creative methods such as sketching, prototyping, brainstorming and many other thought provoking strategies. During this workshop, participants will engage in creative techniques for producing bold, innovative ideas that can literally change the world!

Duration

1 – 1.5 hours

Study areas

Visual Arts, ATAR Design, ATAR Visual Arts, Cert II & III Creative Industries

Participants

Maximum 32 students



Project Scoping - Creating Manageable Project Frameworks

YEAR 9-12

Deep problem investigation can be like a can of worms with many unforeseen project issues coming to the surface. Project scoping is a way to tame the beast when projects become overwhelming. During this workshop, participants will learn techniques for creating manageable project scopes to ensure any project is possible and also enjoyable!

Duration

1 – 1.5 hours

Study areas

Design & Technology, Visual Arts, ATAR Design, ATAR Visual Arts, Cert II & III Creative Industries

Participants

Maximum 32 students





Testing Prototypes for Delivery Testing and Refining High Fidelity Prototypes

YEAR 9-12

Testing is a vital part of product and service development. Without it, we cannot understand whether our concepts will succeed or how they may impact users. This workshop provides participants with strategies for testing ideas and refining prototypes to ensure that what is ultimately launched is both effective and meaningful—and to understand the reasons why.

Duration

1 – 1.5 hours

Study areas

Design & Technology, Visual Arts, ATAR Design, ATAR Visual Arts, Cert II & III Creative Industries

Participants

Maximum 32 students



Who is Affected by our Designs - Empathy and Stakeholder Mapping/Personas

YEAR 9-12

What we design affects the people who interact with it. Understanding human interactions is essential for the development of innovative and sustainable designs. This workshop explores methods to identify the diversity of stakeholders connected to any design project and how to drive design towards enhancing human experiences.

Duration

1 – 1.5 hours

Study areas

Design & Technology, Visual Arts, ATAR Design, ATAR Visual Arts, Cert II & III Creative Industries

Participants

Maximum 32 students



Photography

Light Painting Photography

YEAR 7-12

In photography, light painting is a creative technique achieved by using long exposure in a dark environment, typically with the camera mounted on a tripod. The photographer moves a light source in front of the camera during the exposure leaving streaks of light in the resulting image.

Artistically, there are many creative possibilities when using a light source to paint any given scene. Light painting can be applied to different subjects to create a photographic scene.

Duration

50 minutes

Study areas

Media Arts, ATAR Media Production & Analysis, ATAR Visual Arts, Cert II & III Creative Industries

Participants

Maximum 15 students



Movie Poster Maker

YEAR 7-12

Movie Poster Maker is an interactive workshop designed to get students involved in every step of creating their own movie posters. From posing and capturing dynamic photos to setting up lighting and editing in Photoshop, students will gain hands-on experience with essential photography and design techniques. This engaging and insightful session allows students to explore different genres and develop creative skills in photography and digital design.

Duration

90 minutes

Study areas

Media Arts, ATAR Media Production & Analysis, ATAR Visual Arts, Cert II & III Creative Industries

Participants

Maximum 15 students





Screen Production

TV Studio Live Panel Show

YEAR 9-12

In this workshop, students will learn the technical aspects of operating a TV studio, including the specific roles found on the studio floor (camera, lighting, floor manager, presenter, talent) and in the control room (director, switcher, sound, auto prompt, video playback). They will work as a team to create a 5-minute live panel show, complete with titles, music and video.

Duration

2 hours

Study areas

Media Arts, ATAR Media Production & Analysis, Cert II & III Creative Industries

Participants

Maximum 15 students



Writing Original Scripts: Finding Inspiration

YEAR 9-12

Writing a short film script can be daunting. This workshop introduces the concept of Creative Limitation and provides a solid foundation in film story-telling to help get ideas flowing. Existing films are analysed in terms of their story structure and characterisation, and methods for successfully seeking inspiration are detailed.

Duration

60 mins

Study areas

Media Arts, ATAR Media Production & Analysis, Cert II & III Creative Industries

Participants

Maximum 15 students



Communication Workshops



Creative Writing

Creative Writing: Getting your Story Started

YEAR 8-10

Inspire your students with Murdoch University's English and Creative Writing Workshop, where they'll explore storytelling, narrative structure, and creative prompts. This engaging session builds critical thinking and writing skills while connecting young writers to real-world competitions and opportunities.

Duration

60 mins

Study areas

English

Participants

Maximum 20 students



Strategic Communication

Personal Branding

YEAR 8-10

This workshop will explore what online personal branding means, the increasingly blurred lines between our private lives and public persona, the conventions of different social media, and the issues people face in managing their 'digital footprint'. The workshop will also offer practical help for students in how to create and curate an online identity that represents their character, while exploring some critical thought on the increasing commodification of our online personas.

Duration

60 mins

Study areas

English, Media Arts, ATAR English, ATAR Media Production & Analysis, Cert II & III Creative Industries

Participants

Maximum 32 students



The Social Impact of Social Media

YEAR 9-12

This workshop will unpick the approaches of activists and advocates on social media, using case studies and a hands-on approach that digs deep into the social impact of social media. Social media has only been part of our lives for little more than 15 years and yet it has irrevocably changed how we communicate, affecting governments, big business and not-for-profits, while challenging some of society's major institutions. Social movements, once relying on street protests, stunts, printed posters, mainstream media and on-the-ground activism are now adept at garnering support through hashtags, livestreaming, likes and engagement. Social media strategies and tactics by advocates and activists in the battleground for public opinion, as well as the results of their campaigns, will be interrogated.

Duration

60 mins

Study areas

English, Media Arts, ATAR English, ATAR Media Production & Analysis

Participants

Maximum 32 students





Journalism

Editing a Podcast (interview edit)

YEAR 10-12

This workshop follows on from either of the 'Record a Podcast' workshops. In this workshop, students will produce an edited interview demonstrating their use of audio software, basic editing and mixing techniques.

Duration

60 mins

Study areas

English; ATAR English; Media Arts; ATAR Media Production & Analysis

Participants

Maximum 15 students



Editing a Podcast (podcast format)

YEAR 10-12

This is a standalone workshop. Students will be supplied with audio material in Adobe Audition or Audacity. Students will learn how to edit in a podcast format. They will develop skills in basic editing and mixing techniques using audio software, and the ability to bounce down a multi-track project and export stereo .mp3 files.

Duration

60 mins

Study areas

English; ATAR English; Media Arts; ATAR Media Production & Analysis

Participants

Maximum 15 students



News – Finding Stories in the Community

YEAR 10-12

In this session, you will learn the craft of finding news stories in the world around you. The world is full of disinformation and competing priorities, and students will be empowered to discern what stories need to be told and which ones to avoid. This is about looking behind the curtain to find important information and unique ways to find out what is happening in our communities. This workshop will give students a hands-on experience at finding, evaluating, and engaging with news and community effectively.

Duration

1.5 hours

Study areas

English; Media Arts; ATAR Media Production

Participants

Maximum 15 students



Record a Podcast (in studio)

YEAR 10-12

In this workshop, students will put into practice the skills of asking open-ended questions and engaging in active listening, to generate interesting discussion around a given topic. They will learn the difference between recorded levels and monitoring (headphone) levels, and will learn the basics of operating a professional Podcast Studio.

Duration

60 mins

Study areas

English; ATAR English; Media Arts; ATAR Media Production & Analysis

Participants

Maximum 15 students



News - Interview Techniques

YEAR 10-12

In news production, interview techniques are the bedrock of crafting compelling and informative stories. In this hands-on workshop, students will get a taste of what it's like to conduct an interview and edit it using Adobe Audition. The workshop will familiarise students with the basics of interviewing techniques, skills to unearth important details and how to conduct a simple digital audio edit. In an age where communication is predominantly editable asynchronous texting, this workshop looks at the value of non-verbal communication and how to ask difficult questions.

Duration

60 mins

Study areas

English; Media Arts; ATAR Media Production & Analysis

Participants

Maximum 15 students



Record a Podcast (on location)

YEAR 10-12

This workshop can be delivered at your school or at Murdoch University. The main difference between this workshop and the "Record a Podcast (In Studio)" is students will get hands-on experience with a field recorder, and learn the impact that a location can have on the quality of recorded sound.

Duration

60 mins

Study areas

English; ATAR English; Media Arts; ATAR Media Production & Analysis

Participants

Maximum 24 students



Visualisation for News

YEAR 10-12

In this workshop, students will learn how to mine data to tell stories using interactive graphics, such as maps and timelines to add value to the written word. The session will teach participants how to think critically about the use of big data in journalism and to use visuals to communicate with clarity and creativity. This is a hands-on session in the use of popular and easy to use data visualisation software.

Duration

2 hours

Study areas

English; Media Arts; ATAR Media Production & Analysis

Participants

Maximum 15 students





Humanities & Social Sciences

HASS Workshops

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WA Changemakers Challenge 27



Asian Studies

Cultural Awareness and Asian Studies

YEAR 7-9

Give your students the opportunity to further develop their intercultural understanding with our interactive workshop exploring Australia's connections with Asia and engaging activities on cultural norms. This session aligns with WA curriculum standards for Years 7-9, supporting Humanities, History, Geography, and Civics.

Duration

60 mins

Study areas

HASS

Participants

Maximum 32 students



Southeast Asian Languages and Idioms

YEAR 7-9

Introduce your students to the richness of Southeast Asian cultures through idioms and phrases in this interactive workshop. Combining a short presentation, team games, and reflection, students will explore how language reveals cultural values while developing intercultural understanding and critical thinking skills. Designed for Years 7-9, the session aligns with the WA Curriculum and encourages students to connect cultural insights to their own experiences.

Duration

60 mins

Study areas

HASS

Participants

Maximum 32 students



Community Development

Skills for Social Change

YEAR 9-12

This workshop introduces students to skills and mindsets useful for building positive change in communities. Through creative mapping activities and real world examples, students will explore what makes life good, what challenges need addressing, and how people can get involved to work collectively for change. This session can help students to build critical thinking skills, empathy, and provide them with a deeper understanding of how individuals can contribute to collective wellbeing.

Duration

60 mins

Study areas

HASS

Participants

Maximum 32 students



Planning a Protest

YEAR 9-12

Our interactive workshop invites students to think about their values and the issues they believe are worth standing up for. Working in teams, they will design a protest movement: identifying who they need to work with, choosing effective advocacy methods, anticipating challenges, and deciding on how they can collaborate to influence change. This session is an engaging way to introduce democratic participation, ethical reasoning, and the power of collective voice.

Duration

60 mins

Study areas

HASS

Participants

Maximum 32 students



Criminology (For Psychology activities, please see page 50)

Criminology Case Studies (x3 activities)

YEAR 8-12

In this series of term-long activities run three times throughout a school term, students will be guided through basics to profiling while looking at two cold cases still unsolved. Students will run through how criminal profiling occurs and try to implement it over two cases. Between Sessions 1 and 2, it is recommended students have time to work in groups to research and discuss.

Duration

60 mins over three sessions
(Additional class time will be needed for students to research on their own)

Study areas

Psychology/Criminology,
HASS, Science

Participants

Maximum 32 students



Making a Murderer

YEAR 10-12

This workshop explores the psychological and environmental factors in childhood that can influence criminal behaviour in adulthood. Students will learn about key risk factors, the challenges individuals face, and crucial intervention points that can help prevent criminal pathways. A core takeaway from this session is the importance of crime prevention over punishment, emphasising early support and intervention as effective ways to change outcomes.

Duration

45 – 60 mins

Study areas

HASS,
Criminology/Psychology, Law

Participants

Maximum 32 students



Criminological Profiling

YEAR 8-12

In this brief introduction to criminology and profiling, students will dive head-first into the world of serial killers and repeat offenders to sort the facts from fiction. Learn how a profiler would approach a crime, what the tell-tale signs to look for can be and what certain features of crimes can tell us. Students will be introduced to a real-world case and see what they can learn and infer using their newly learned skill set.

Duration

60 mins

Study areas

Psychology/Criminology,
HASS, Science

Participants

Maximum 32 students



Prison Design

YEAR 10-12

This workshop explores the evolution of prison design, from early structures focused on punishment to modern facilities aimed at rehabilitation. Students will learn how prison architecture and philosophy have shifted to support behaviour change, reintegration, and reform. The key takeaway is that prisons are not just spaces for punishment but are designed to help individuals reintegrate into society as functioning members after serving time.

Duration

45 – 60 mins

Study areas

HASS,
Criminology/Psychology, Law

Participants

Maximum 32 students



False Confessions

YEAR 10-12

This workshop explores various interrogation techniques and their impact on obtaining truthful statements. Students will learn about the Reid Technique, a widely used method in the U.S. that has been criticised for leading to false confessions. In contrast, the PEACE Model, a more ethical and accuracy-focused approach will be introduced. By the end of the session, students will have a deeper understanding of interrogation strategies and the reasons why some methods are more reliable than others.

Duration

60 mins

Study areas

Criminology/Psychology

Participants

Maximum 20 students





Entrepreneurship & Economics

Game Theory - How to Win at “Everything”

YEAR 7-12

In this fun, interesting and interactive workshop, students will be exposed to the basics of the mathematical model known as Game Theory. This science of logical decision making is an important part of economics and social sciences.

Through interaction and technology, students will learn and gain understanding of concepts of Zero-sum games, The Nash Equilibrium, Homo Economicus and see versions of this theory in popular culture and the real world.

Duration

60 mins

Study areas

HASS, Economics, Law, Psychology

Participants

32 active participants



Save the Business with Murdoch Mad Money

YEAR 7-11

Have you ever wondered how a business really works? What cash-flow and investment decisions can make—or break—a company?

In this interactive workshop, students divide into four groups and take on the role of a company’s executive team. Each group competes against rival “businesses” to generate the highest profit while ensuring their company stays afloat in a volatile environment filled with peaks, dips, and unexpected challenges.

Throughout the activity, students will learn and apply the fundamentals of accounting, small business management, and strategic decision-making as they work to become the most successful business in the classroom.

Duration

60 mins

Study areas

HASS, Accounting, Economics

Participants

Maximum 32 students





Indonesian

Indonesian Angklung*

YEAR 7-12

The Angklung is a musical instrument that originated in today's Indonesia, but is popular throughout South-East Asia. Made from bamboo tubes carved to have a resonant pitch and tuned to octaves, the Angklung is played in ensembles of three or more players. In this workshop, students will learn the history of the Angklung and how to play it, then play together to create melodies.

Duration

60 mins

Study areas

Indonesian

Participants

Maximum 25 students



**This workshop carries a fee.*

Indonesian Gamelan Orchestra*

YEAR 7-12

Gamelan is a traditional musical ensemble from Indonesia, typically from the islands of Java and Bali. Gamelans have a long history in Indonesia and feature a variety of instruments such as metallophones, xylophones, kendang (drums) and gongs, bamboo flutes, bowed and plucked strings. In May 1993, the Provincial Government and people of East Java presented a handcrafted, 80-piece Gamelan orchestra to the government and people of Western Australia. The Gamelan Orchestra is housed at Murdoch University in the Peace Pavilion. This workshop provides students with a unique opportunity to learn about the music of the Gamelan and play the instruments together as an orchestra.

Duration

60 mins

Study areas

Indonesian

Participants

Maximum 17 active participants



**This workshop carries a fee.*

Law

Create an Alternate Social Media Policy for Youth

YEAR 9-12

Empower your students to think critically about digital identity and social media use in this interactive sociology workshop where they'll collaborate to design youth-focused policy solutions. This session blends civic reasoning, ethical reflection, creative and critical thinking, and collaboration skills.

Duration

60 mins

Study areas

HASS

Participants

Maximum 32 students



Mock Trials in our Court Room

YEAR 8-10

In this activity, students will take part in a simplified mock trial. They will learn about the roles and responsibilities of the prosecution and defence, the types of issues that can and cannot be brought before a jury, and the knowledge required to participate in Australia's legal system.

Duration

60 mins

Study areas

Law, HASS

Participants

Maximum 32 students



Legal Reasoning

YEAR 10-12

Spark your students' critical thinking with Murdoch's Legal Reasoning Workshop, where they'll unpack scenarios, and build powerful argument and logical skills in a fun, interactive way. This hands-on session helps students see how laws are made and applied, giving them tools to think like lawyers while deepening their understanding of justice, rights, and society.

Duration

60 mins

Study areas

HASS

Participants

Maximum 32 students



Street Law

YEAR 7-12

Street law is a global, nonpartisan, non-profit program with more than 40 years experience developing classroom and community programs to educate young people about law and government. Street Law programs and materials help advance justice by empowering people with the legal and civic knowledge, skills, and confidence to bring about positive change for themselves and others.

Murdoch's Street Law program trains our law students to come into your classrooms and provide information and legal education (both curriculum and other) to your students in a fun way.

Bookings are essential and each program runs from the start of Semester One.

Duration

2 Periods in your schools,
Starting Semester 1 & 2

Study areas

HASS (Civics & Citizenship),
Politics & Law ATAR

Participants

1 class



Politics, History & Social Science

How to Win an Election

YEAR 7-9

Have you ever wanted to win an election? What is actually needed for you to step up and work in the Lower House of Australia? In this workshop, we will run a series of elections to discover who will be "Murdoch Class Champion", all while seeing what goes on behind the ballot boxes. Students will learn the differences between Australian and US systems, including First Past the Post, Preferential voting, Compulsory Voting and how the use of demographics can help you win!

Duration

60 mins

Study areas

Law, HASS

Participants

Maximum 32 students



International Affairs - Paragotria

YEAR 10-12

This workshop introduces students to the roles and responsibilities within international affairs, focusing on diplomacy and crisis management. Through a role-playing activity, students will act as policy officers analysing a serious geopolitical situation. Their task is to develop strategies to help the fictional country of Paragotria navigate conflicts with neighbouring nations and prevent potential crises. This interactive experience highlights the importance of international relations in maintaining stability and prosperity.

Duration

45 – 60 mins

Study areas

HASS, Science, Sustainability, Environment, Geography

Participants

Maximum 32 students



Theatre and Creative Production

Remix the Magic - Theatre Workshop

YEAR 8-12

Inspire creativity and collaboration in your classroom with our Remix the Magic Theatre Workshop. Students will flip fairy tales in this creative, performance-packed workshop. They will collaborate, write, improvise, and act out reimagined stories. This interactive session supports drama curriculum standards in improvisation, adaptation, and oral communication.

Duration

60 mins

Study areas

HASS

Participants

Maximum 32 students



Tourism

Global Travel and Tourism

YEAR 8-12

Inspire your students to explore the dynamic world of global travel and tourism with this interactive workshop designed specifically to meet Years 9-10 HASS and Technologies curriculum. Through hands-on map activities and group discussions, students will uncover travel patterns, explore cultural diversity and economic forces, and be introduced to career pathways in the tourism sector.

Duration

60 mins

Study areas

HASS

Participants

Maximum 32 students





WA Changemakers Challenge

In an ever-changing world due to technological challenges and social changes, a focus on the future can easily be lost as we attempt to solve the immediate problems in front of us.

The WA Changemakers Challenge is a new initiative delivered by Murdoch University to offer your students a real taste of HASS, building their knowledge and understanding the tertiary opportunities and the many career possibilities available to them in this field. Your students will participate in a variety of activities aimed at building and maintaining their interest and participation in the humanities field. These day or half-day on-campus events plan to ensure that young people's passion and interests remains alive throughout the final years of secondary study by providing both an interesting experience in their desired subject, along with the security of knowing both tertiary opportunities and further employment will be available to them in the future.

The sessions are offered to classes of year 10 at Murdoch University's Perth campus. The sessions aim to cover general school subjects like History, Law and Business, but also specific curriculum areas such as Global Security, Criminal Profiling and Entrepreneurship along with many others.

These subjects will showcase our facilities and academic expertise through quick, interactive activities that allow students to look at their own interests, but also taste other areas to gain an understanding or appreciation for areas they may not have considered before.

Along with the activities, students will also receive the chance to explore the future of the industry they are interested in with talks and Q&A sessions led by academics at Murdoch. Your students will gain a real insight into the current HASS field and the challenges and potential opportunities a career and interest can bring.

**If you would like more information,
please contact HASS Outreach at
outreach@murdoch.edu.au**



Science, Technology, Engineering, Maths & Health

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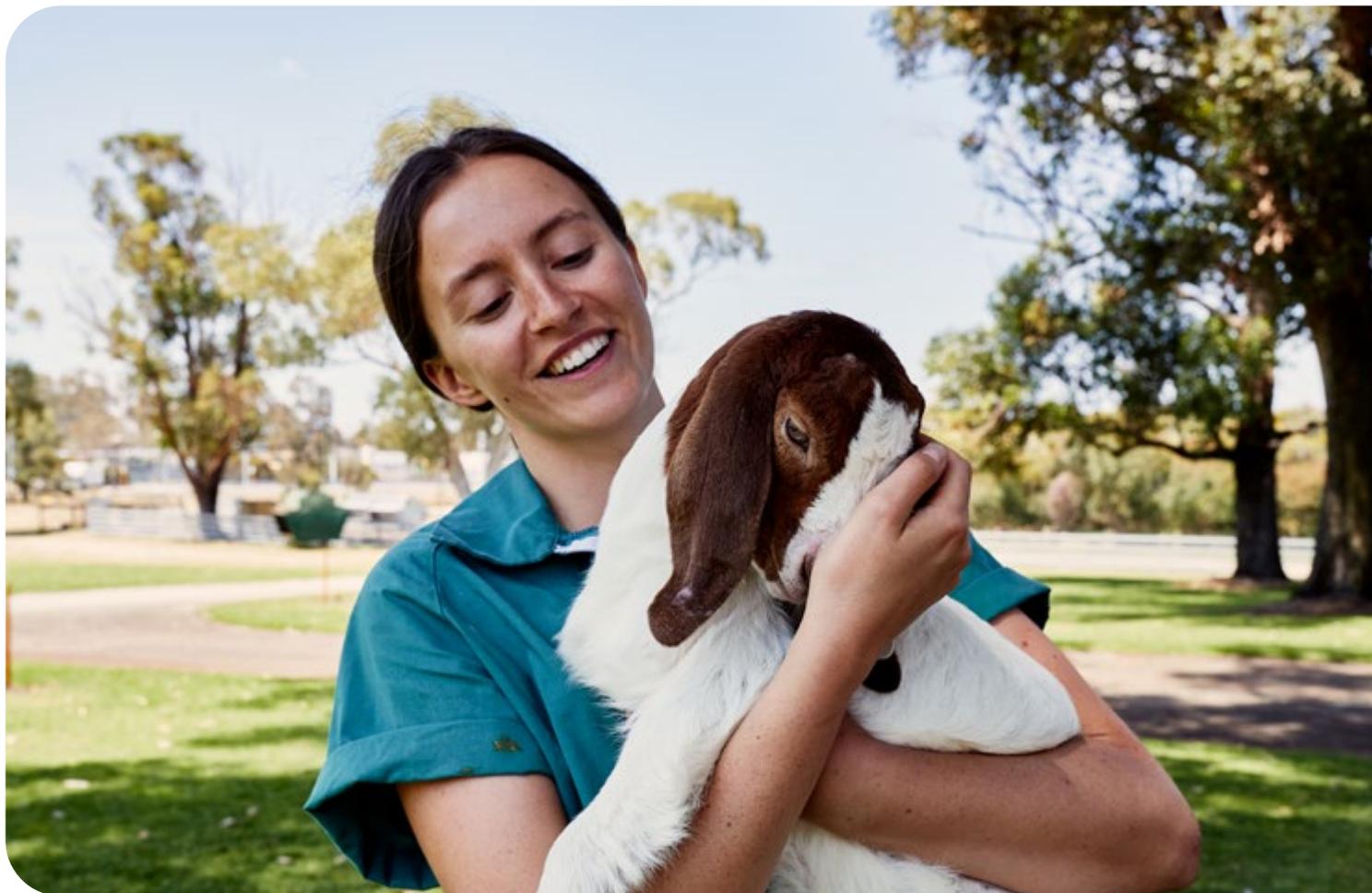
Learning Matrix

We have carefully designed our activities to enhance your teaching. Our recommended year levels below indicate where our workshops best align with the WA Curriculum.

STUDY AREA	Workshop	YEAR LEVEL					
		7	8	9	10	11	12
Agricultural Sciences	Agricultural Investigators		•	•			
	All Sheeps and Sizes				•		
Allied Health	Dexterity Dynamics					•	•
	Spinal Signals					•	•
Biomedical Science	Blood Typing					•	•
	DNA: The Blueprint of Life! Breakout Box				•		
	Explore the world of infectious diseases with ELISA					•	•
Chemical Sciences	Chemical Rockets				•		
	Exploring Acids and Bases				•		
Engineering	Algorithms	•	•	•			
	CAD for Beginners			•	•		
	Cyber Pilots	•	•				
	Drone Logic Lab			•	•	•	
	Gardeners of the Galaxy		•	•			
	Hyperspeed Hijinks Breakout Box			•			
	Let's Get Rolling, Let's Get Coding	•	•	•	•		
	Renewable Energy Engineering: Solar Cells				•		
	Renewable Energy Engineering: Wind Turbines			•			
Environmental & Conservation Sciences	Backyard Bandicoots & Taxonomic Trees	•					
	Chelodina Wetlands Tour			•			
	Fauna Surveying					•	
	Quantifying Carbon Storage			•	•		
Forensic Sciences	Bloodstain Pattern Analysis				•		
	Cold Case				•	•	•
	Did I leave a trace?			•	•		
	Facial Approximation				•	•	•
	Forensic Chemistry: Uncovering hidden evidence					•	•
	Murder Mystery Breakout Box			•	•		
Health & Physical Education	Food Sensory Testing			•	•		
	Force Plate Dynamics					•	•
	Form and Function				•	•	•
	Functional Anatomy Explorers		•	•	•		
	Heart Rate Statistics	•	•				
	Heroic Health Challenge					•	•
	Let's Get Functional			•	•		
	Movement Matters Most	•	•				
	Muscle Mastery					•	•
	Nutrition Sleuths Breakout Box			•	•		

Learning Matrix continued

STUDY AREA	Workshop	YEAR LEVEL					
		7	8	9	10	11	12
Health & Physical Education continued	Nutrition Uncovered					•	•
	Signals of Life			•	•	•	•
	Skeletal Blueprint					•	•
	Uncovering Layers of Fitness					•	•
Information Technology	Cybersecurity				•		
	Cyber Security Breakout Box				•		
	How to Talk with Computers				•		
	The Internet of Things (IoT)			•			
	Zero to Java in 60 Minutes					•	•
Marine Sciences	Marine Biodiversity	•	•	•			
	Sharks and Rays				•	•	•
	The Treasure of Atlantis Breakout Box			•	•	•	
	Whale Watchers			•	•	•	•
Mathematics	Bloodstain Pattern Analysis				•		
	Code Cracking				•		
	Count Me In! Ping Pong Probability				•	•	•
	Exploring FlowFields: A Vector Visualization					•	•
	Find My Phone!			•			
	Heart Rate Statistics	•	•				
	How Butterflies Create Colour			•	•		
	Mathematics at the Movies Breakout Box		•				
	Mathematics Secret Agent Breakout Box				•		
	Probability & Student Profiling				•		
	Save Baby Yodee Breakout Box	•					
	Save The Business		•				
Spot It! Projective Geometry		•	•				
Physical Sciences	Energy Transformations				•		
	Mole Olympics					•	
	Projectile Motion					•	
	The Rube Goldberg Challenge	•	•	•	•	•	•
	Water Rockets	•	•	•	•		
Psychology	Cognition and Coordination					•	•
	Curious About Psychology		•	•	•		
	Facial Expressions		•	•	•		
	Memory Mayhem				•	•	•
	Mind Games				•	•	•
	Missteps of the Mind					•	•
	Personality Insights					•	•
Cross-curricular Workshops	Communication for Scientists	•	•	•	•	•	•
	Mystery Boxes		•				
	Pitching Your Product	•	•	•	•	•	•



Agricultural Sciences

Agricultural Investigators

YEAR 8-9

Crop farming is key to Western Australia's economy, and there is a lot more to the Wheatbelt than just wheat! Students will test their knowledge of WA's agricultural outputs (as well as their critical thinking skills) as they learn to identify grains, plants and products associated with agriculture in WA.

Duration
45 – 60 mins

Study areas
Science – Biological Sciences; Earth and Space Sciences

Participants
Maximum 32 students



All Sheeps and Sizes

YEAR 10

The health of livestock animals is a crucial concern for farmers, both to maintain animal wellbeing and to maximise economic return. To that end, farmers selectively breed their livestock to emphasise desirable traits and minimise undesirable traits. This workshop teaches students what farmers want in healthy sheep, and tasks students with 'breeding' successive generations of sheep to produce optimal offspring.

Duration
45 – 60 mins

Study areas
Science – Biological Sciences

Participants
Maximum 32 students



Allied Health

Dexterity Dynamics

YEAR 11-12

Ever wondered how much you rely on manual dexterity in everyday tasks? Dive into a series of challenges designed to assess and enhance students' fine motor skills and hand-eye coordination. Students will explore how such challenges play a crucial role in evaluating motor control, guiding treatment plans, and improving functional performance. The workshop will cover how these challenges are used in healthcare to diagnose neurocognitive disorders, track rehabilitation progress, and optimise recovery.

Duration
50 – 60 mins

Study areas
Allied Health

Participants
Maximum 32 students



Spinal Signals

YEAR 11-12

Step into the role of an allied health professional as you explore nerve function and discover how various assessments aid in diagnosing and treating patients. Engage in hands-on tests used by clinicians, from evaluating cranial nerve function and joint mobility to assessing deep tendon reflexes, tactile sensitivity, strength, and more.

Duration
50 – 60 mins

Study areas
Health Studies, Human Biology,
Physical Education Studies

Participants
Maximum 25 students



Biomedical Science

Blood Typing

YEAR 11-12

In this hands-on workshop, students will step into the role of diagnostic laboratory technicians to determine a patient's blood type and perform crossmatch testing for blood transfusions. They'll learn all about the eight different human blood types and how to recognize each of them, how blood typing ensures compatibility between donor and recipient blood types thus minimizing the risk of transfusion reactions and several common blood disorders.

Duration
60 mins

Study areas
Biology, Health Studies,
Human Biology

Participants
Maximum 24 students



DNA: The Blueprint of Life! Breakout Box

YEAR 10

In this gamified Breakout Box workshop, students will explore how DNA encodes and communicates with other cells to make us the human beings we are. As they solve the genetic puzzles and de-code DNA, they will reveal clues to unlock a series of locks. In the process they'll learn about: genetic inheritance, and DNA's role as the blueprint for building and maintaining our bodies. Are your students ready to unlock the secrets of DNA?

Duration
45 – 60 mins

Study areas
Science – Biological Sciences

Participants
Maximum 32 students



Explore the world of infectious diseases with ELISA!

YEAR 11-12

In this practical workshop, students will investigate the causative agents of infectious diseases using a common diagnostic research technique called ELISA (Enzyme-linked immunosorbent assay). This technique detects the presence of specific antibodies, helping to identify infections such as Hepatitis A, Malaria, Cholera, and Yellow Fever. Students will gain hands-on experience with Molecular Biology and a deeper understanding of how it helps diagnose infectious diseases.

Duration
90 mins

Study areas
Biology, Health Studies,
Human Biology

Participants
Maximum 28 students



Chemical Sciences

Chemical Rockets

YEAR 10

In this workshop, students exploit an acid base reaction to propel a rocket into the air. They will first learn the physics that underpins both rocket launch and flight, and the importance of weight versus thrust. With this knowledge, students will explore different ratios of acid and base quantities and the effect this has on maximum height achieved. In this iterative experimental process, students will need to have a good understanding of dependent and independent variables as they systematically work to achieve optimal chemical conditions to launch their rocket.

Duration

45 – 60 mins

Study areas

Science – Chemical Sciences

Participants

Maximum 32 students



Exploring Acids and Bases

YEAR 10

This workshop is designed to introduce the concepts of acid and bases in a way familiar to students. In this class, students will analyse the pH of common household items using three different methods. Method accuracy and specificity will also be discussed as students explore the pH of common solids and liquids around them.

Duration

45 – 60 mins

Study areas

Science – Chemical Sciences

Participants

Maximum 32 students



Engineering

Algorithms

YEAR 7-9

When people follow instructions, they interpret them using context, prior experience, assumptions and creativity to achieve the desired outcome. Machines simply follow instructions blindly, whether they make sense or not, leading to unintended behaviours when instructions are unclear. In this workshop, students write algorithms that describe how to do an everyday task. A volunteer 'machine' then puts these instructions to the test.

Duration

45 – 60 mins

Study areas

Digital Technologies

Participants

Maximum 32 students



Cyber Pilots

YEAR 7-8

This workshop will illustrate how drones are transforming learning, research, and industry in tertiary settings, and show how they are being used in a range of applications from environmental monitoring to engineering and digital media. Students will have the opportunity to become a pilot. They will learn the fundamentals of safe drone operation, practise hands-on flight skills using remote controls, and put their new abilities to the test.

Duration

60 mins

Study areas

IT/Engineering

Participants

Maximum 20 students



CAD for Beginners

YEAR 9-10

Computer-Aided Design (CAD) is a powerful approach to design that allows both creativity and precision. CAD is used by engineers to visualise ideas, design and test components, and output schematics ready for manufacture. This workshop is an introduction to CAD where students learn the basics of CAD programming to design an energy efficient building.

Duration

45 – 60 mins

Study areas

Design and Technologies

Participants

Maximum 32 students



Drone Logic Lab

YEAR 9-11

In this workshop, students will dive into the world of autonomous navigation and learn how code can guide a drone through its environment. Using beginner-friendly programming tools, students will write instructions, set flight paths, and watch their drone respond to obstacles and challenges in real time.

Duration

60 mins

Study areas

IT/Engineering

Participants

Maximum 20 students



Gardeners of the Galaxy

YEAR 8-9

In this workshop, your students will be challenged to design and create their own prototype for growing vegetables in outer space. Imagining that they are working on an International Space Station, students must consider factors such as gravity as well as the limited supply of resources like water, oxygen, nutrients and sunlight. They will learn about plant growth habits and the use of plants for filtration and air purification.

Duration

45 – 60 mins

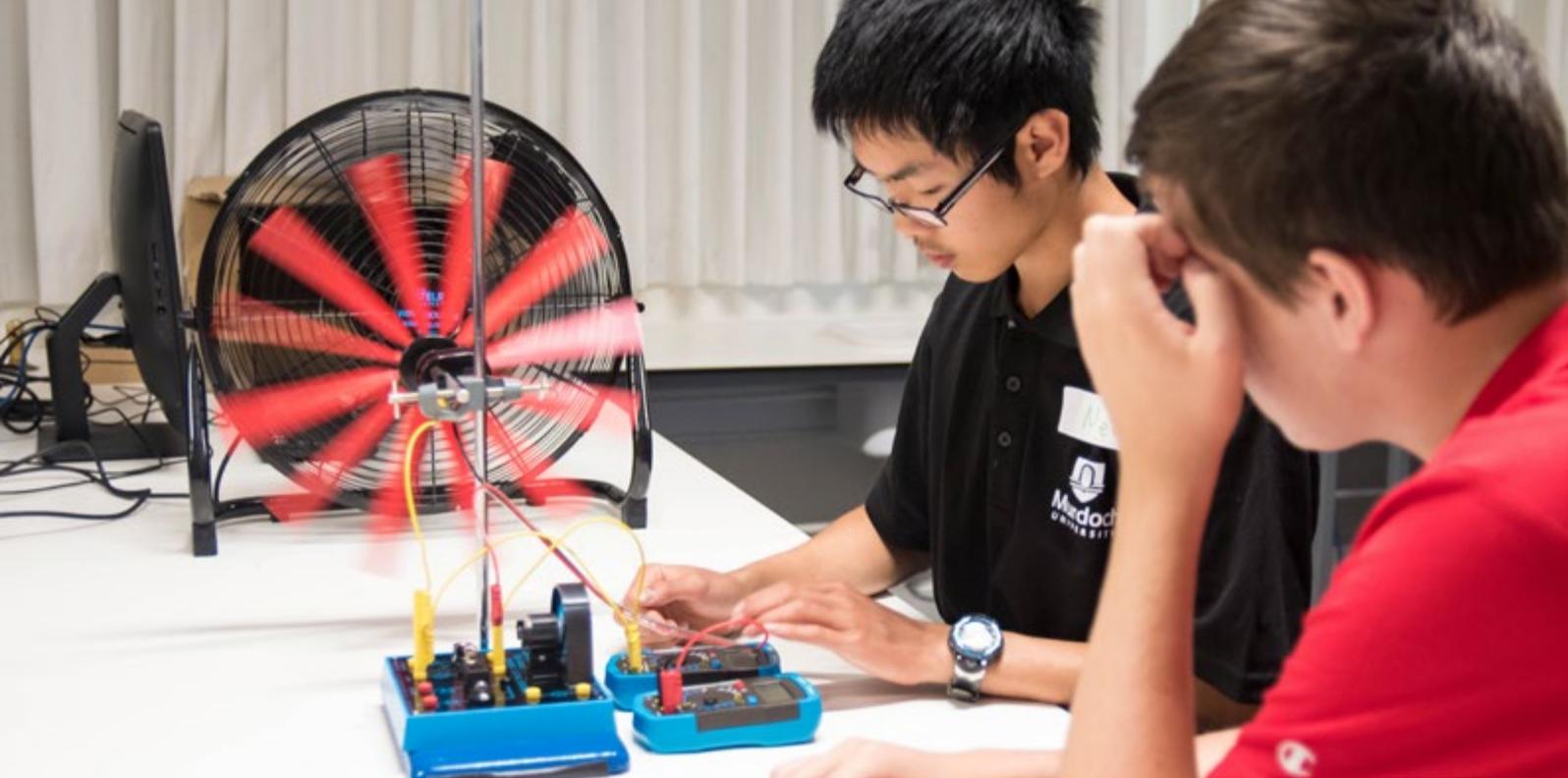
Study areas

Science – Biological Sciences; Design and Technologies

Participants

Maximum 32 students





Hyperspeed Hijinks Breakout Box

YEAR 9

A test of a prototype hyperspeed train has gone catastrophically wrong with the engineering team trapped inside and their oxygen leaking away. Students must solve a series of engineering-themed logic puzzles to find a way out of the train – before time (and oxygen) runs out!

Duration
45 – 60 mins

Study areas
Science

Participants
Maximum 32 students



Renewable Energy Engineering: Wind Turbines

YEAR 9

Students will investigate physics and engineering concepts as they test how to build a model wind turbine for maximum power generation. This workshop also includes electrical circuit building, data measurement and a focus on the principles of designing and carrying out a fair test.

Duration
60 mins

Study areas
Science – Physical Sciences;
Design and Technologies

Participants
Maximum 24 students



Let's Get Rolling, Let's Get Coding

YEAR 7-10

A two part introduction to robotics programming, students use Spheros to learn basic programming strategies through a series of competition style tasks.

Duration
45 – 60 mins

Study areas
Digital Technologies

Participants
Maximum 16 students



Renewable Energy Engineering: Solar Cells

YEAR 10

Students will explore how to optimise power production from solar panel cells through investigative circuitry. The workshop emphasises the concepts of series and parallel circuits, as students explore how combining cells in different ways affects the total output voltage and current of the system.

Duration
60 mins

Study areas
Science – Physical Sciences;
Design and Technologies

Participants
Maximum 24 students



Environmental & Conservation Sciences

Backyard Bandicoots & Taxonomic Trees

YEAR 7

The local backyard bandicoot, the quenda, recently had its scientific name changed from *Isoodon obesulus* to *Isoodon fusciventer*. Why was it changed? In this workshop, your students will discover taxonomy and classification of species and how this is used to “make sense” of the diverse relationships that exist between different species.

Duration
45 – 60 mins

Study areas
Science – Biological Sciences

Participants
Maximum 32 students



Fauna Surveying

YEAR 11

Are your students interested in what ecologists do and learning what they discover about animals and populations? In this workshop, students will learn about different techniques used to track and survey different species in the wild. Presenters will also discuss the importance of conservation and biodiversity, and career pathways in this area.

Duration
45 – 60 mins

Study areas
Biology, Integrated Science

Participants
Maximum 32 students



Chelodina Wetlands Tour

YEAR 9

Your students will explore the Chelodina Wetland and discover what it's like to study Environmental Science or Conservation and Wildlife Biology. Students will complete field tasks to identify various types of flora and fauna, observe food chains and discuss the cycle of abiotic and non-abiotic elements of an ecosystem. They will discover why urban wetlands are important, not only to the local biodiversity, but to humans as well.

This workshop can be run to support elements of either the Year 7 or Year 9 biological sciences curriculum.

Duration
60 mins each

Study areas
Science – Biological Sciences

Participants
Maximum 20 students



Quantifying Carbon Storage

YEAR 9-10

Carbon dioxide is a major greenhouse gas which contributes to climate change due to the increased rate of emission. In this workshop, students will learn about the importance of trees in mitigating climate change through the storage of carbon. By taking different measurements of a tree, students can calculate the amount of carbon stored in a tree, including using trigonometry.

Duration
45 – 60 mins

Study areas
Science – Biological Sciences, Mathematics

Participants
Maximum 25 students





Forensic Sciences

Bloodstain Pattern Analysis

YEAR 10

In this workshop, students will undertake pattern analysis of bloodstains found at a simulated crime scene to determine the position of the victim during the bloodshed event. Students will use both a physical stringing approach and trigonometry to determine the angle of impact and the location of the victim. This workshop demonstrates the importance of trigonometry in the real world by having students adopt the role of bloodstain pattern experts in a fictional case.

Content Warning: Whilst this is a simulated scenario only, this workshop contains references to physical violence and images of the simulated victim's blood. Please consider if any of your students may have past trauma and need to be withdrawn from this activity.

Duration
45 – 60 mins

Study areas
Forensic Science, Mathematics -
Measurement & Geometry

Participants
Maximum 28 students



Cold Case

YEAR 10-12

Do your students watch or listen to true crime shows and try to figure out who might have been involved in the crime? Have your students ever wanted to know what it's like to solve a case? Are your students interested in exploring the job of a forensic investigator? If the answer is yes to any of these questions, your students will enjoy working with the Cold Case Squad! In this workshop, you'll use your (new) forensic knowledge and investigative skills to review a murder case, exonerate the wrongly incarcerated and convicted and find the real killer!

Duration
60 mins

Study areas
Forensic Science, Chemistry, Human
Biology, Mathematics

Participants
Maximum 32 students



Forensic Sciences continued

Did I leave a trace?

YEAR 9-10

In this hands-on workshop, students will delve into the world of trace and impressions evidence – the almost invisible clues left behind at crime scenes that often lead to identifying the perpetrator and solving the crime. They'll learn about fingerprints, hair, clothing fibres, tyre prints, the collection methods for this subtle evidence and how to analyse the evidence to crack the case like a real forensic scientist.

Duration

45 – 60 mins

Study areas

Science – Biological Sciences,
Chemical Sciences

Participants

Maximum 28 students



Forensic Chemistry: Uncovering Hidden Evidence!

YEAR 11-12

Crime scenes often contain a multitude of residues, both hidden (latent) and visible (patent), that need to be detected and visualized using Forensic Science. Residues such as blood or fingerprints are often key pieces of evidence, so scientists have developed chemical methods to detect and identify them. In this workshop, students will: conduct the Kastle-Meyer test to determine the presence of blood, use Ninhydrin to make latent fingerprints visible and discover the application of chemistry to forensic science.

Duration

60 mins

Study areas

Forensic Science, Chemistry, Human
Biology, Biology

Participants

Maximum 28 students



Facial Approximation

YEAR 10-12

Facial approximation combines the principles of human anatomy, anthropology, and art to recreate a face from skeletal remains (the skull). Developed in collaboration with Forensic Science Professionals, this workshop demonstrates a skill utilised to aid in identification of victims. Students will learn about the important facial muscles and tissues, then create representations of these using clay. Muscles will be layered upon a skull, gradually building up the facial profile of the victim. After this workshop, your students will be able to name the important facial muscles, and bones and have an appreciation of forensic science.

Duration

60 mins

Study areas

Forensic Science, Human Biology

Participants

Maximum 28 students



Murder Mystery Breakout Box

YEAR 9-10

This immersive game experience allows students to test their knowledge of forensic science as they play detective and work to establish the identity of the individual responsible for their colleague's disappearance and the murder of Taylor Potts. Students must interpret biological evidence (blood, DNA) as well as shoeprint and fingerprint evidence to unlock the different locks and acquire the missing suspect files. They will need to interpret their evidence in relation to the suspect file to determine the kidnapper/killer's identity. This activity further develops team and communication skills of students.

Duration

45 – 60 mins

Study areas

Science – Biological Sciences,
Chemical Sciences

Participants

Maximum 32 students



Health & Physical Education

Force Plate Dynamics

YEAR 11-12

Curious about how Newton's Laws of Motion apply to jumping? In this activity, students will use force plates to collect and analyse data, discovering how real-time biofeedback can optimise movement mechanics. This hands-on experience connects technology with human performance, providing insights into strength, power, and rehabilitation. Students will also explore how this technology is used in sports science and clinical health settings.

Duration
60 mins

Study areas
Physical Education Studies

Participants
Maximum 25 students



Form and Function

YEAR 10-12

Students will complete the Functional Movement Screen (FMS), a tool used to assess movement patterns and identify imbalances, weaknesses, or limitations that may increase injury risk. By applying their knowledge of muscle synergy and joint alignment, they will analyse their results to gain deeper insights into movement efficiency. Additionally, students will explore the strengths and limitations of standardised testing in functional movement assessment, considering its relevance in both clinical and performance settings.

Duration
60 mins

Study areas
Human Biology, Physical Education Studies

Participants
Maximum 25 students



Food Sensory Testing

YEAR 9-10

Why do we choose the food we eat? Do you have a preferred variety of apple? Or only drink one brand of soft drink? Can you tell the difference between natural and artificial sweeteners? Students will experience blind food sensory testing and learn how Food Scientists influence the development of food products to meet consumer preferences.

Duration
45 mins

Study areas
Science - Biological Sciences

Participants
Maximum 28 students



Functional Anatomy Explorers

YEAR 8-10

Get ready to explore the functional anatomy of your body! In this hands-on workshop, broaden your knowledge of the human body and discover the amazing roles your musculoskeletal system plays in everything from sitting to dancing. Along the way you'll challenge your understanding of how movement is vital for your overall health and wellbeing. Join us and see how your body is built for action and health!

Duration
45-60 mins

Study areas
Health & Physical Education, Science
- Biological Sciences

Participants
Maximum 32 students



Heart Rate Statistics

YEAR 7-8

In this hands-on health science workshop, students become both test subjects and investigators as they explore how different exercise intensities affect heart rate. They'll discover how the cardiovascular system works to keep the body in balance during physical activity and use simple data to draw conclusions about the link between movement and health.

Duration
60 mins

Study areas
Health & Physical Education, Science
- Biological Sciences

Participants
Maximum 32 students



Heroic Health Challenge

YEAR 11-12

Step into a high-stakes scenario where teamwork and medical knowledge are your only tools to unlock the box and save the day. Like an escape room in reverse, you'll decode clues and solve puzzles, using your skills to triage patients, calculate medication dosages, and diagnose conditions through chest x-rays, ECGs, and ABG measurements. The clock is ticking, can your team crack the codes in time?

Duration
60 - 70 mins

Study areas
Health Studies, Human Biology,
Physical Education Studies

Participants
Maximum 32 students



Health & Physical Education continued

Let's Get Functional

YEAR 9-10

Students will complete a structured sequence of movement activities inspired by the Functional Movement Screen (FMS), a tool designed to observe movement patterns and highlight areas for improvement. They will participate in the same series of exercises used to analyse technique and explore how body systems and biomechanics influence movement, deepening their understanding of the crucial role of movement in maintaining overall health.

Duration

60 mins

Study areas

Health & Physical Education

Participants

Maximum 25 students



Nutrition Sleuths Breakout Box

YEAR 9-10

Step into a high-stakes scenario where teamwork and critical thinking are key to unlocking the box. In this reverse escape room, teams will decode clues and solve puzzles to read food labels, understand macronutrients, and identify food aliases. Race against the clock to crack the codes and discover how nutrition impacts daily life!

Duration

50 – 60 mins

Study areas

Health & Physical Education, Science
- Biological Sciences

Participants

Maximum 32 students



Movement Matters Most

YEAR 7-8

Your body was made to move—so what happens when it doesn't? Students explore how physical activity supports healthy body function and overall wellbeing. They'll investigate the Australian exercise recommendations, develop an understanding of heart rate training zones, and consider how the body responds to different levels of movement. Working collaboratively to challenge thinking and generate realistic strategies to increase physical activity and support long-term health.

Duration

45 – 60 mins

Study areas

Health & Physical Education

Participants

Maximum 32 students



Nutrition Uncovered

YEAR 11-12

Put your analytical skills to the test in this high-level challenge where science meets strategy. Working in teams, you'll crack complex codes, decode ingredient lists, and expose the hidden names behind common additives. Through a series of fast-paced puzzles, you'll uncover how nutrition shapes human health—beyond marketing and into science. Collaboration, deduction, and sharp thinking are your keys to unlocking the truth behind what we eat.

Duration

60 mins

Study areas

Health Studies, Human Biology,
Physical Education Studies

Participants

Maximum 32 students



Muscle Mastery

YEAR 11-12

Ever wondered how muscles work together to move us? Students will race against each other in a muscle mapping activity, pinpointing key skeletal muscles across the body. They'll explore the dynamics of antagonistic muscle pairs—muscles that work in opposition to create movement around joints. The challenge continues with a fun and quirky twist, where students test their knowledge of unusual muscle names in a game that's as surprising as it is educational.

Duration

60 mins

Study areas

Human Biology, Physical
Education Studies

Participants

Maximum 25 students



Signals of Life

YEAR 9-12

How well do you understand your body's vital signals? In this workshop, students will practice measuring various vital signs, compare them to normative ranges, and gain practical skills and knowledge used in real-world health contexts. Additionally, we'll explore the diverse career opportunities within nursing. This hands-on experience will show how understanding vital signs can not only improve personal health but also contribute to better health outcomes for individuals and communities.

Duration

50 – 60 mins

Study areas

Health Studies, Human Biology,
Physical Education Studies

Participants

Maximum 32 students





Skeletal Blueprint

YEAR 11-12

In this fast-paced workshop, students race against the clock to label and locate key bones of the skeletal system. The challenge continues with a round of "What Am I?" followed by pairing up to match different joints to a series of clues. This interactive experience is a dynamic way to explore the essential structures that support and facilitate movement in the body.

Duration
60 mins

Study areas
Human Biology, Physical Education Studies

Participants
Maximum 25 students



Uncovering Layers of Fitness

YEAR 10-12

Have you ever wondered why cyclists and football players excel in different areas of fitness? In this workshop, students will participate in a range of physical assessments to explore various fitness components. Uncover your strengths, pinpoint areas for growth, and gain insight into the diverse nature of fitness.

Duration
60 mins

Study areas
Human Biology, Physical Education Studies

Participants
Maximum 25 students



Information Technology

Cybersecurity

YEAR 10

Play the role of a cybersecurity expert testing a fictional company's online defences by running a penetration test against their server. Participants will use the Kali Linux security testing distribution to learn the fundamental principles of real-world cybersecurity. Suitable for students with a basic awareness of console/command-line instructions.

Duration
45 – 60 mins

Study areas
Digital Technologies

Participants
Maximum 18 students



How to Talk with Computers

YEAR 10

In this hands on workshop, students learn the power of GenAI in generating text, creating images and altering voice recordings, while gaining an appreciation of how to use it responsibly.

Duration
45 – 60 mins

Study areas
Digital Technologies

Participants
Maximum 32 students



Cyber Security Breakout Box

YEAR 10

Beat the clock and get into the box by solving a series of cybersecurity based puzzles ranging from logic gates, cyphers and conditional statements.

Duration
45 – 60 mins

Study areas
Digital Technologies

Participants
Maximum 18 students



The Internet of Things (IoT)*

YEAR 9

The Internet of Things is the ever-expanding network of connected devices found throughout our lives. This network offers amazing possibilities for our future, as well as substantial potential for misuse if security is not handled correctly. During this workshop, students discover how to control devices in Murdoch's Cybersecurity & Networking labs, using bash scripting on Ubuntu Linux. (No prior scripting knowledge is required!)

Duration
45 – 60 mins

Study areas
Digital Technologies

Participants
Maximum 18 students



**This workshop has limited availability.*

Zero to Java in 60 Minutes

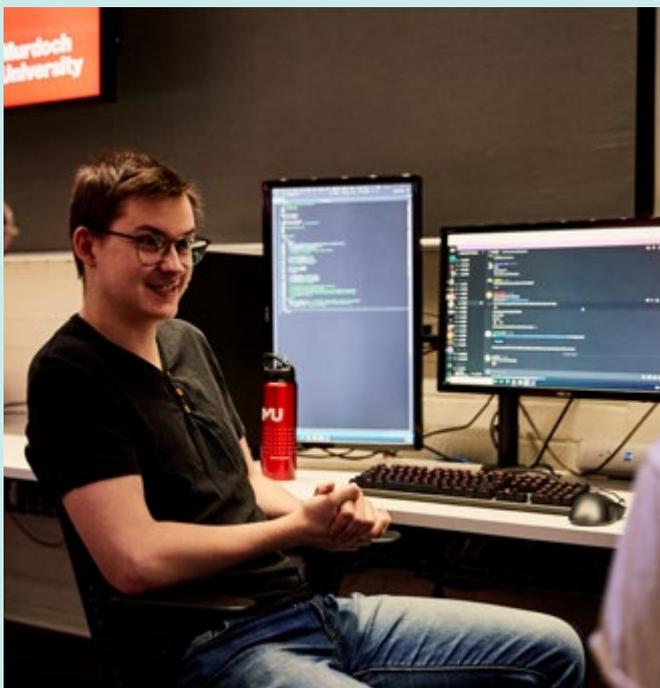
YEAR 11-12

Learn how computational thinking works in this hands-on workshop exploring java script. Students will begin with block coding and build up to text within the workshop.

Duration
60 mins

Study areas
Computer Science

Participants
Maximum 32 students



Marine Sciences

Marine Biodiversity

YEAR 7-9

There's more to life in the ocean than fish! In this workshop, students will explore a range of marine lives and learn how they interact with each other and their environment. All without getting wet!

Duration

60 mins

Study areas

Marine Sciences

Participants

Maximum 32 students



Whale Watchers

YEAR 9-12

Discover the wonders of marine biology in Whale Watchers. Students will explore the ecological importance of whales and learn how scientists assess whale health by measuring Body Area Index (BAI). Hands-on drone flights simulate real aerial surveys, offering students a thrilling introduction to technology and the science of protecting our ocean giants.

Duration

60 mins

Study areas

Marine Sciences

Participants

Maximum 32 students



Sharks and Rays

YEAR 7-12

This workshop will give students the opportunity to get hands-on with a diverse range of shark and ray species. Students will learn about the morphology of ocean apex predators and how they have adapted to thrive in challenging environments. Students will apply their knowledge of morphology in a scientific drawing contest!

Duration

60 mins

Study areas

Marine Sciences

Participants

Maximum 40 students



The Treasure of Atlantis Breakout Box

YEAR 9-11

Students play the role of deep-sea explorers as they follow the trail of a lost expedition hunting for the mythical Atlantis. This activity's marine science-themed logic puzzles will test students' critical reasoning skills as they search for a sunken treasure lost to time.

Duration

45 – 60 mins

Study areas

Marine Sciences

Participants

Maximum 32 students



Mathematics

Bloodstain Pattern Analysis

YEAR 10

In this workshop, students will undertake pattern analysis of bloodstains found at a simulated crime scene to determine the position of the victim during the bloodshed event. Students will use both a physical stringing approach and trigonometry to determine the angle of impact and location of the victim. This workshop demonstrates the importance of trigonometry in the real world by having students adopt the role of bloodstain pattern experts in a fictional case.

Content Warning: *Whilst this is a simulated scenario only, this workshop contains references to physical violence and images of the simulated victim's blood. Please consider if any of your students may have past trauma and need to be withdrawn from this activity*

Duration

45 – 60 mins

Study areas

Forensic Science, Mathematics - Measurement & Geometry

Participants

Maximum 28 students



Code Cracking

YEAR 10

In this workshop, your students will travel back in time to look at the different codes and code cracking techniques used throughout history. They will begin in Roman times, attempting to crack a code used by Caesar to send cryptic messages to his Generals. Next, they will assess the Affine cypher, which applies a mathematical equation to the alphabet, before lastly undertaking modern frequency analysis to decipher a cryptic murder note. This workshop emphasises the importance of mathematics in everyday life and in IT, and further develops students' problem solving, critical thinking and teamwork skills.

Duration

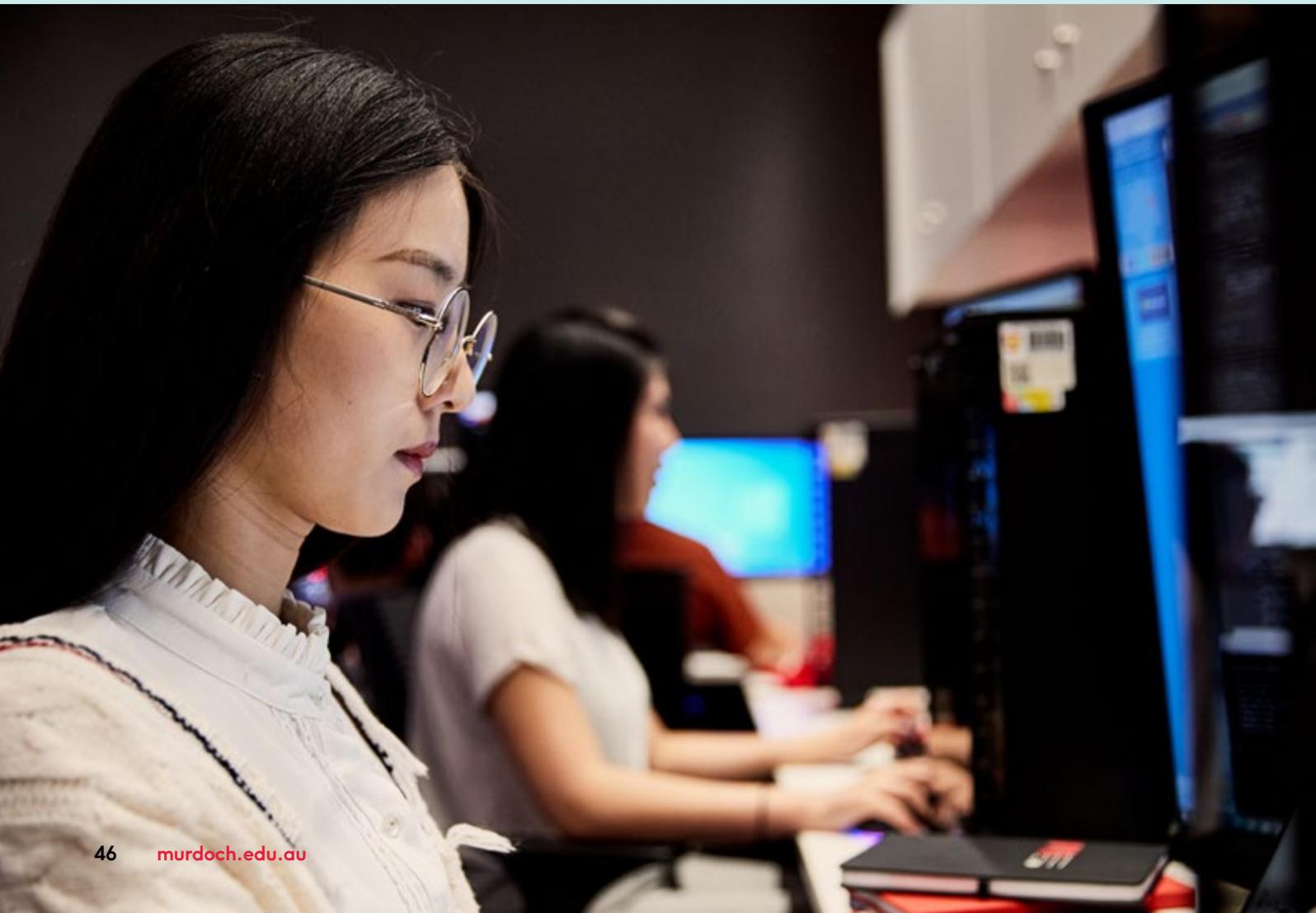
45 – 60 mins

Study areas

Mathematics – Number & Algebra

Participants

Maximum 32 students



Count Me In! Ping Pong Probability

YEAR 10-12

In this workshop, students will use logic, teamwork, and a bucket of ping-pong balls to explore how assumptions drive every good model. They will have the opportunity to put their skills to the test by building their own prediction model to estimate how many balls fit inside a popcorn bucket.

Duration
60 mins

Study areas
Mathematics

Participants
Maximum 32 students



Heart Rate Statistics

YEAR 7-8

In this workshop, students will be both participants in a scientific trial and the statisticians investigating the data. Students will explore the effect of different types of exercise on heart rate and assess the data by calculating mean, median, mode and range. They will review their data against their proposed hypothesis to draw an evidence-based conclusion, as well as noting the limitations of their methodology.

Duration
45 – 60 mins

Study areas
Mathematics – Statistics & Probability

Participants
Maximum 32 students



Exploring FlowFields: A Vector Visualization

YEAR 11-12

Dive into the world of vectors with our Year 11 workshop, where you'll use a computer program to graphically represent and explore active FlowFields. Gain hands-on experience and deepen your understanding of vector dynamics in an interactive and engaging environment.

Duration
60 mins

Study areas
Mathematics

Participants
Maximum 28 students



How Butterflies Create Colour

YEAR 9-10

In this workshop, students will use microscopes to explore the stunning structures hidden within butterfly wings. Students will discover how tiny scales can bend, scatter, or absorb light and they'll have the chance to predict whether each vibrant colour comes from pigment or the mind-bending physics of refraction. This workshop is a blend of biology, optics, and pure wonder to reveal how nature becomes its own artist.

Duration
60 mins

Study areas
Mathematics

Participants
Maximum 26 students



Find My Phone!

YEAR 9

In this workshop, students apply Pythagoras' Theorem to cell phone data to track a stolen phone. Students begin by developing a picture model to represent the relationship between the phone tower, phone and its pinged distance, and then use this knowledge to pinpoint the location of the phone as it pings to different cell phone towers. Students will visually represent their calculated distances on scaled map, and then propose the route they believe their phone has travelled.

Duration
45 – 60 mins

Study areas
Mathematics – Measurement & Geometry

Participants
Maximum 32 students



Mathematics at the Movies Breakout Box

YEAR 8

This Breakout Box game experience allows students to test their knowledge of quadrilaterals through a series of puzzles focused on identification and calculation of perimeter and area. Students must correctly answer a series of problems to unlock the locked box and obtain fictional movie tickets for themselves and their friends.

Duration
45 – 60 mins

Study areas
Mathematics – Measurement & Geometry

Participants
Maximum 32 students



Mathematics continued

Mathematics Secret Agent Breakout Box

YEAR 10

This immersive game experience allows students to test their knowledge of scientific notation, distribution law, indices and binomials to become a mathematics secret agent. Students must work together to solve the puzzles and unlock the different types of locks before the timer runs out. This activity further develops students' teamwork and communication skills.

Duration
45 – 60 mins

Study areas
Mathematics – Number & Algebra

Participants
Maximum 32 students



Save Baby Yodee Breakout Box

YEAR 7

This immersive game experience allows students to test their knowledge of fractions, decimals and percentages. There are five locks for the students to break. In this Breakout Box, Baby Yodee has been captured by the evil majestic storm fighters. Students need to work through a series of locks to free Baby Yodee and save the galaxy.

Duration
45 – 60 mins

Study areas
Mathematics – Number & Algebra

Participants
Maximum 32 students



Probability & Student Profiling

YEAR 10

In this workshop, probability in forensic science is discussed with a focus on student profiling. Using student census data, students determine the probability of a high school student having different physical attributes, and then use this knowledge to "create" a student that is "one in a million". This workshop involves simple and combined probabilities and introduces the concept of the likelihood ratio, dependent and independent events. Criminal cases involving flawed probability calculations are presented, along with a demonstration of witness reliability.

Duration
45 – 60 mins

Study areas
Mathematics – Statistics & Probability

Participants
Maximum 32 students



Save The Business

YEAR 8

In this interactive workshop, student groups will act as business managers from rival businesses, competing against each other to grow their profit and survive in a volatile world filled with dips, peaks and conflict! Students will learn and put into action the basics of accounting, along with small business management and decision making, to become the most profitable business in the classroom. Through interactive roleplay, students will gain a greater understanding of business operation, cashflow and investments opportunities that may make or break their business.

Duration
45 – 60 mins

Study areas
Mathematics – Number & Algebra

Participants
Maximum 32 students



Spot It! Projective Geometry

YEAR 8-9

Uncover the hidden world of projective geometry in this interactive workshop. Students will explore the clever mathematics behind card design, investigate patterns that seem almost magical, and then have the opportunity to create their very own custom version of Spot It!

Duration
60 mins

Study areas
Mathematics

Participants
Maximum 32 students



Physical Sciences

Energy Transformations

YEAR 10

Using Nerf guns to their full scientific potential, students investigate the relationship between a projectile's kinetic energy, mass and velocity. This workshop can also be extended to act as an introduction to kinematic equations.

Duration

45 – 60 mins

Study areas

Science – Physical Sciences

Participants

Maximum 24 students



Mole Olympics

YEAR 11

Are your students struggling to understand the concept of moles and related calculations? In this workshop, students compete in teams to complete different activities in the Mole Olympics, utilising different calculations as they relate to moles (mass, concentration, volume).

Duration

45 – 60 mins

Study areas

Chemistry

Participants

Maximum 32 students



Projectile Motion

YEAR 11

Using Nerf guns to their full scientific potential, students fire projectiles to investigate basic kinematic equations. In doing so, students also discover how experimental uncertainty and experimental error are an inescapable counterpoint to theoretical modelling.

Duration

60 mins

Study areas

Physics

Participants

Maximum 24 students



The Rube Goldberg Challenge

ALL YEARS

'Rube Goldberg' machines perform a simple task in a complicated way. The Rube Goldberg Challenge asks students to design and build a working Rube Goldberg machine under set constraints within a limited time. As a team challenge, the workshop incorporates critical thinking and problem solving while also exploring physical science concepts relating to simple machines.

Duration

60 mins

Study areas

Science – Physical Sciences;
Design and Technologies

Participants

Maximum 25 students



Water Rockets

YEAR 7-10

Students explore Newton's Laws, air resistance and optimal projectile trajectories by attempting to launch a water rocket as far as possible. This workshop can either (i) use prefabricated rocket parts to focus on the physics and mathematics of rocketry, or (ii) have students design and build their own rockets, test their creations, and iterate their designs to maximise performance.

Duration

1 – 2 hours

Study areas

Science – Physical Sciences;
Design and Technologies

Participants

Maximum 25 students



Psychology

Cognition & Coordination

YEAR 11-12

Explore how psychologists assess nervous system function through interactive tests and cognitive challenges. Uncover the brain-body connection as you bridge theory with hands-on practice, gaining a deeper insight into key psychological principles. See how these assessments are applied in real-world scenarios and the impact of their data.

Duration
50 – 60 mins

Study areas
Psychology

Participants
Maximum 25 students



Memory Mayhem

YEAR 10-12

How strong is your memory under pressure? Put your recall skills to the test through a series of fun, fast-paced challenges that explore how memory works—and why we sometimes forget. You'll unpack the science behind working memory, long-term memory, and retention and discover practical strategies to boost short-term memory performance. Compare results with classmates and find out what really helps your brain hold onto information.

Duration
50 – 60 mins

Study areas
Psychology

Participants
Maximum 32 students



Curious About Psychology

YEAR 8-10

Step into the fascinating world of the human mind with this fast-paced, whole-class quiz experience! Curious About Psychology tests students to key psychological concepts, quirky facts, and the wide range of career paths in the field. Aligned with the SCSA Psychology syllabus, this interactive session sparks curiosity while exploring how psychology helps us understand behaviour, learning, emotion and more.

Duration
45 – 60 mins

Study areas
Psychology

Participants
Maximum 32 students



Mind Games

YEAR 10-12

Ever wondered why you can see depth in a flat image or how optical illusions play tricks on your mind? Dive into the intriguing world of perception in this workshop, where we'll uncover the ways, our brains can mislead us. Discover the psychology behind colour perception and understand phenomena like change blindness. Through hands-on activities and mind-bending illusions, you'll gain insight into the fascinating mechanics of how we see and interpret the world around us.

Duration
60 mins

Study areas
Psychology

Participants
Maximum 32 students



Facial Expressions

YEAR 8-10

Ever wondered what someone's thinking just by looking at their face? Students will harness their understanding of emotions to explore the subtle facial cues associated with different emotions, honing their observational skills, and deepening their comprehension of emotional expression. Join us as we challenge perceptions and cultivate a deeper understanding of the complex world of human emotions.

Duration
45 – 60 mins

Study areas
Psychology

Participants
Maximum 32 students



Missteps of the Mind

YEAR 11-12

Unlock the mysteries of the mind as you explore what happens when the brain veers from its usual path. Uncover the complexities of brain disorders and their impact on normal function, and dive into the fascinating world of diagnostics to gain a deeper understanding of the brain's inner workings.

Duration
60 mins

Study areas
Psychology

Participants
Maximum 32 students



Personality Insights

YEAR 11-12

Ever wondered how your personality shapes your interactions and experiences? This session encourages students to challenge assumptions and gain a broader understanding of how extroversion shapes aspects of life such as career choices and relationships. Don't miss this opportunity to explore the vibrant world of personality and discover more about yourself and others!

Duration

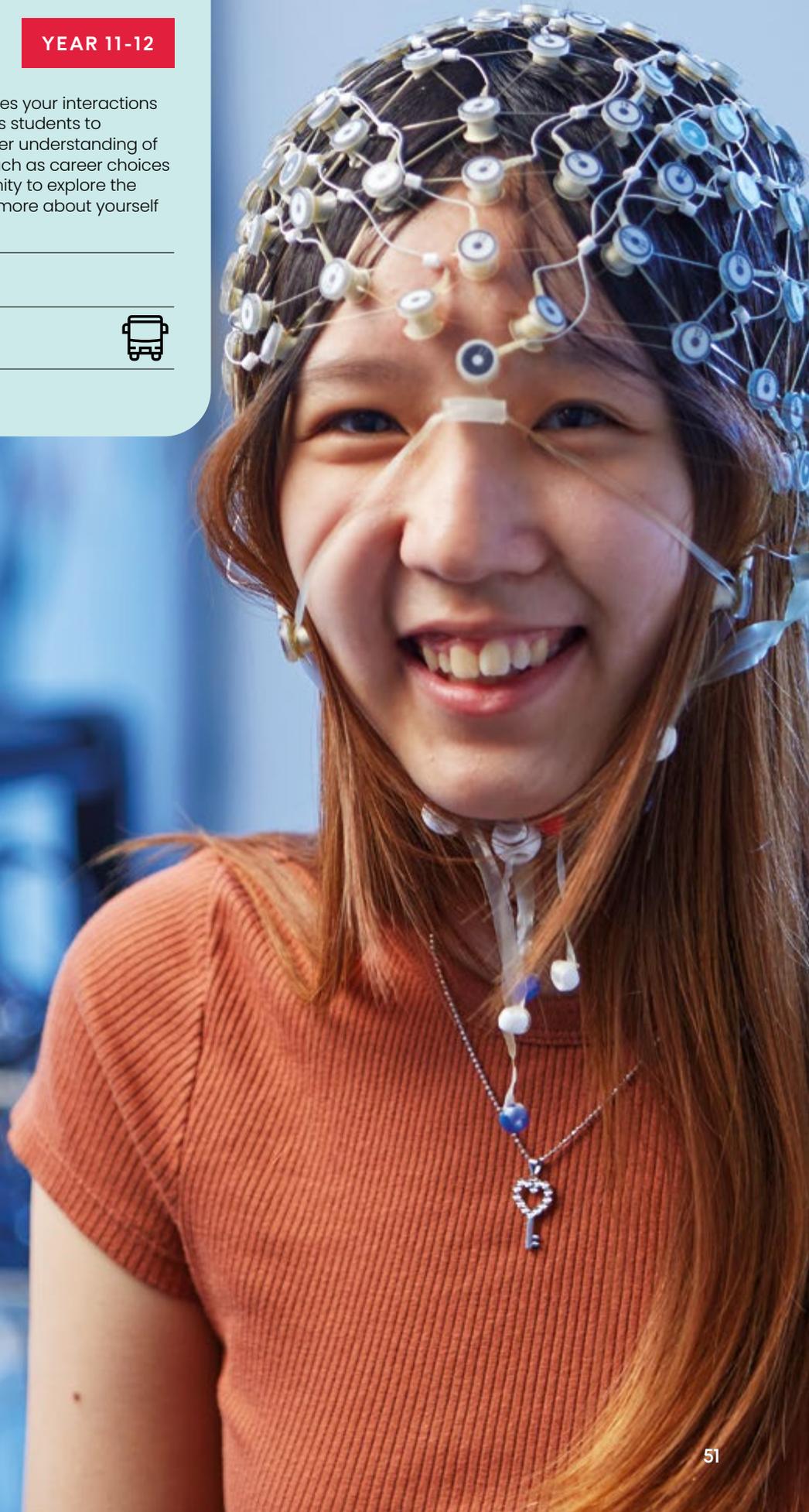
60 mins

Study areas

Psychology

Participants

Maximum 32 students



Cross-curricular Workshops

Communication for Scientists

ALL YEARS

Have you ever been wowed by a TED Talk or captivated by the science in a FameLab presentation? This workshop unlocks the secrets behind brilliant science communication, guiding you step by step through transforming complex concepts and technical jargon into a witty, compelling speech your peers will love. Explore the real-world challenges STEM professionals face when communicating the value of their research, and build the skills to share your science with clarity, confidence, and impact.

Duration
45 – 60 mins

Study areas
Science – Science as a Human Endeavour

Participants
Maximum 32 students



Pitching Your Product

ALL YEARS

You've made an app, a device, a website... but what comes next? This workshop prepares STEM students for the challenging next step – pitching their product to potential partners or investors. Students will learn how to identify their key messages, structure their presentation, and practice speaking with authority and confidence. This session is ideal for student groups who are participating in a Hackathon or other STEM challenge including a presentation component.

Duration
45 – 60 mins

Study areas
Science

Participants
Maximum 32 students



Mystery Boxes

YEAR 8

In this workshop, students are tasked with identifying the contents of a set of mystery boxes without opening them. The process explores working scientifically and how a variety of skills and processes are used to generate scientific theories based on evidence.

Duration
45 – 60 mins

Study areas
Science – Science Inquiry Skills

Participants
Maximum 32 students





Guided tours of Murdoch University facilities

Campus Tour

ALL YEARS

Take a guided tour across the Murdoch University campus or through one of our learning facilities. Led by our Student Ambassadors, your students will see and learn about a range of on-campus services available to them as undergraduate students, and explore practical learning environments used by our own students.

Duration
30 – 60 mins

Participants
Maximum 32 students

Veterinary Anatomy Museum: Treasure Hunt

YEAR 10-12

Murdoch University's Anatomy Museum is core to the training of our Veterinary and Animal Science students. It facilitates learning in the areas of domestic species and wildlife anatomy. Your students will experience a guided tour as well as having the opportunity to explore the museum complex which includes the Veterinary Anatomy Museum and Primate museum.

Duration
45 – 60 mins

Participants
Maximum 32 students

Veterinary Anatomy Museum: Mystery Skulls

YEAR 8-12

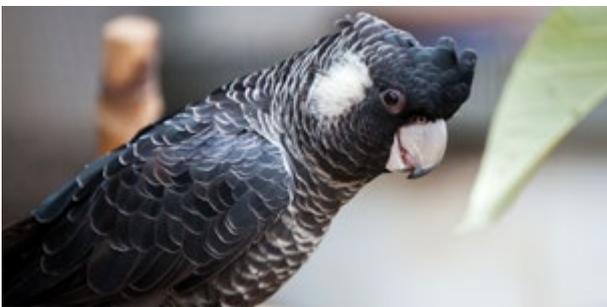
Engage your students with a hands-on investigation into comparative anatomy and animal adaptations. Students will examine a variety of skull specimens to uncover clues about each animal's diet and feeding style, while visiting our unique Veterinary Anatomy Museum.

Duration
45 – 60 mins

Participants
Maximum 32 students

Fauna at School

Are you teaching Year 9-11 Science this year?
Sign your class up to the Fauna at School project!



Through this project, students will be exposed to real-world conservation problems on your school grounds. Based on techniques from conservation experts, students will be taught how to build a wildlife refuge using local materials and to use industry-level tracking equipment to investigate biodiversity at your school.

This free, eight-week program is run by staff from Murdoch University and allows students to design, develop, and deploy a fauna surveying program at your school. They are coached through data management, analysis, and science communication. The lessons are curriculum linked, and can be embedded into the school's curriculum.

The project involves the following schedule:

Week 1	Lesson 1 - Introduction to Ecology
Week 2	Lesson 2 - Building the Wildlife Refuge
Week 3 - 6	Monitoring and Data Collection
Week 7	Lesson 3 - Data Analysis
Week 8	Lesson 4 - Presenting the Results

All equipment provided. Limited to one class per school, Maximum 32 students.

To register your interest, please contact outreach@murdoch.edu.au

WISE Women Program

Demystifying careers in STEM

3-6 November 2026



Murdoch University's WISE Women Showcase returns in Term 4, 2026 to celebrate and promote women in STEM careers. Female students in years 9-10 are invited to join the event where they will:

- Attend a keynote presentation from an inspiring woman in STEM.
- Learn of the study and career journeys that a diverse panel of women have taken.
- Gain insights into the challenges for women in STEM.
- Participate in a Q&A panel and have their questions answered.
- Engage in hands-on activities across a range of disciplines including forensic science, environmental science, engineering, earth and space science, biological sciences and information technology.

All events will be held at Murdoch University's Perth campus – 90 South Street, Murdoch.

WISE Women Regional Showcase

WISE Women Regional Pre-Event Evening

Regional schools traveling to Perth prior to the Showcase

3 November, 4.00pm – 7.00pm

Maximum 60 students per school.

Practical workshops, social activities, and dinner.

WISE Women Regional Showcase Event

All regional schools

4 November, 9.00am–2.30pm

Maximum 60 students per school

A travel and accommodation subsidy is provided to all regional schools to support attendance at the event.

WISE Women Metropolitan Showcase

WISE Women Metropolitan Showcase Event

All metropolitan schools

5-6 November, 9.00am – 2.30pm

Maximum 32 students per school

Register now

Registrations close 25 September 2026

Teachers can register and/or find out more about the WISE Women Program by emailing outreach@murdoch.edu.au

Places are limited – register early to avoid disappointment.



Experience STEM @ Murdoch

Experience STEM @ Murdoch is a great opportunity for Year 9 and 10 students to explore the vast array of science courses and experiences available at university through 3 days of engaging and interactive workshops and challenges at Murdoch University.

Students broaden their experience across fields including agricultural science, marine biology, veterinary medicine, engineering, forensics and biomedical science.

Each program is designed to provide students with an opportunity to engage in a wide range of fascinating science activities under the guidance of scientists who love their work.

Held across 15-17 December 2026. Places are limited and attendance fees apply. To secure a spot or learn more about Murdoch University sponsored places, please contact Andrew Schembri andrew.schembri@murdoch.edu.au





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 [murdochuniv](https://www.snapchat.com/add/murdochuniv)

 [Murdoch University](https://www.youtube.com/MurdochUniversity)

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