

Student Work Experience Fact Sheet

At Substation33 we believe work experience allows students to understand work roles or training without making long-term commitments. Gaining this work experience provides flexibility for the student to pursue careers they enjoy without fear of failure or disappointing others. It also informs them of what they do not want to pursue if their experience is different to what they imagined. This ultimately builds their skills and confidence, preparing them to be job ready for the future.

Who would benefit from a work experience placement?

- Students with a keen interest in warehousing, engineering, electronics, recycling, software development, refurbishing and building computers, and customer service.
- Students who may be disengaging from traditional schooling programs and would benefit from hands on, real life work experiences to support their learning.
- Students from non-traditional programs e.g., distance education, home-schooling, flexi-school, TAFE etc.

What is the format of the work experience provided?

Students can attend as individuals or as school groups. On the first day all students will complete a workplace induction and tour of Substation33. Students will identify interest areas and they will be buddied up with a Substation33 member in that area.

Teachers are not required to be onsite during the work experience, however some students may benefit being supported on the first day. Work experience placements can be facilitated during school terms or on school holidays. Placements are unstructured and responsive to the needs of the individual.

What skills would be developed?

Substation33 provides a flexible learning environment. Below are examples of skills students might develop during their work experience.

Area

Skills

General Workplace

- Attending work on time and time management.
- Completing agreed work hours.
- Presentation skills – attending in uniform (if required), wearing WH&S appropriate clothing and footwear and appropriate personal hygiene.
- Building relationships with supervisors and colleagues.
- Understanding workplace appropriate language and behaviour.

For further information and support in setting up a work experience placement, please call or email Substation33:



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Student Work Experience Fact Sheet

What skills would be developed? *con't*

Area	Skills
General Workplace	<ul style="list-style-type: none"> • Working with colleagues from diverse backgrounds including age, ability, culture, sexuality, gender and class. • Develop communication and interpersonal skills. • Working as part of a team, resilience, adaptability, self-confidence and self-esteem.
The Hub: Computers & IT	<ul style="list-style-type: none"> • General IT skills. • Testing devices. • Building computers. • Problem solving in refurbishing technology. • Customer service. • Assembling computer packages and orders. • Hardware & software knowledge. • Gain an understanding of the importance of technology across communities. • Dexterity, fine and gross motor skill development. • Procedural awareness and practice. • Assessment, decision-making, organising and processing.
Recovery Tables	<ul style="list-style-type: none"> • Manual disassemble of electronic e-waste. • Decision making and processing via sorting e-waste for recycling – plastics, wires, metal, copper, fans, batteries, motherboards etc. • Dexterity, fine and gross motor skill development. • Exploring how electronic items are built and how they are disassembled. • Gaining an understanding of recycling methods and the circular economy. • Development of communication and interpersonal skills, including teamwork. • Developing an understanding of and learning to respect differences including age, ability, culture, sexuality, gender, and class.

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What skills would be developed? *con't*

Area

Skills

Innovation Lab: Design & Engineering

- Research and development of products.
- Collaborating on a design brief, thinking of possible design solutions.
- Assessment of the usability, cost effectiveness, environmental impact and safety of designs.
- Using computer-aided design (CAD) and computer-assisted engineering (CAE) software to create prototypes.
- Collecting and analysing data from tests on prototypes.
- Modifying and retesting designs.
- Writing and presentation of regular progress reports.
- Instruction in and use of laser cutter machine and 3D printers.
- Physical assembly of projects.
- Dexterity, fine and gross motor skill development.
- Understand the process of manufacturing.
- Project organisation and management skills.
- Safety and quality control.

The Loft: PCB Manufacturing/Electronics

- Knowledge of PCB design.
- Instruction in and practice of soldering PCB's.
- Fine motor skill development.
- Using computer-assisted engineering (CAE) and design software and equipment to perform engineering tasks.
- Using a mix of science and maths, along with engineering techniques, to design, produce, install, and maintain telecommunications systems.
- Safety and quality control.

The Loft: Software Development

- Knowledge of computer programming and coding.
- Software testing and debugging.
- Problem solving and logical thinking skills.
- Written, verbal and technical communication skills.
- Knowledge of algorithms and data structures.
- Experience in finding and implementation of solutions to real world problems.
- Experience with the following programming environments: micro-controllers; web applications; Linux; databases; scripting (Python, Bash, PHP); etc.

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What skills would be developed? *con't*

Area	Skills
Battery Recovery	<ul style="list-style-type: none"> • Recovering, sorting, grading, and testing. • Fine tool use: Dremel, soldering, testing. • Dexterity and fine motor skill development. • Building battery packs for use in various Substation33 products. • Organisational and procedural skill building. • Quality control. • Development of communication and interpersonal skills, including teamwork.

What are the intended outcomes?

Students will:

- Be supported to explore their interest areas to guide future careers.
- Gain the confidence and experience which will prepare them to enter their workplace of choice.
- Build positive workplace relationships with a variety of people within the Substation33 community from diverse backgrounds.
- Learn from industry professionals who can share their work and life experiences.

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