

# I wonder how rockets fly?



Wonder  
Project

Rocket  
Challenge

The Wonder Project is Engineering New Zealand's not-for-profit, free programme for schools, designed to inspire young Kiwis with science, technology, engineering and maths (STEM).

In Aotearoa, there's a huge skills shortfall in STEM. We simply don't have enough young people pursuing careers in these fields. The Wonder Project aims to change that with its hands-on school programmes, designed to spark wonder and awe in young Kiwis and get them excited about a future STEM career.

**Being a STEM superstar is awesome – are you ready to inspire the next generation?**



engineering  
new zealand  
te ao rangahau

## Rocket Challenge

Year 5–6, Ages 8–10

Term 2

**Houston, we have lift off! Ākongā blast off into STEM by designing, building and launching a water rocket. They'll learn about Newton's laws, the engineering design process, and working as a rōpū.**

If you're a STEM professional, we'd love you to join our network of Wonder Project Ambassadors. You'll get all the training you need to support a kaiako in their classroom for the Rocket Challenge. There's no need to be a rocketry expert to get involved! Our online Learning Hub will also support you throughout the challenge with 6 modules that guide you, kaiako and ākongā.

The challenge takes ākongā 2 hours per week for 6–8 weeks to complete, but you only need to be available for at least 3 hours during the challenge to visit the classroom.

### Being an ambassador is a great way to:

- give back to the hapori
- inspire a diverse range of ākongā
- future-proof the STEM industry
- build your communication and presentation skills
- complete hours towards your continuing professional development
- lift the profile of the company you work with.

Become a Wonder Project Ambassador today at [wonderproject.nz](https://wonderproject.nz)

   @WonderProjectNZ

**"It's truly inspiring, seeing our future generation engaged in STEM and thrilled to be Wonder Project kids!"**

**Wonder Project Ambassador**

