

STEAM Immersion Program

The Samford Commons STEAM Immersion Program brings to life a working model of sustainable living, working, learning and playing. This flagship program highlights the capacities and aspirations of indigenous, non-indigenous and international young people living in a multicultural environment.



Background to Samford Commons

Samford Commons is an exciting precinct at the former CSIRO Research Station in Samford near Brisbane – using leading-edge technology, creative educational strategies and innovative approaches to engage students, communities and businesses on-site and online. It is a not-for-profit community owned company limited by guarantee.

The vision of Samford Commons and its School of Sustainability is to be a place to grow... and our mission is to create an environment where new possibilities are nurtured so we can build a sustainable and resilient future for our communities.

Purposes of the STEAM Immersion Program

- ✓ Build the capacity of indigenous, non-indigenous and international students from rural, remote and urban secondary schools to co-educate each other toward cultural, emotional and intellectual understandings and capacities
- ✓ Build knowledge and capability in Science, Technology, Engineering, the Arts and Mathematics (STEAM) while embracing concepts of culture, leadership and innovation
- ✓ Build the capacity of youths to be meaningfully engaged in work, study, training and personal development.

Elements of the program

Specific elements of the program – science, technology, engineering, arts, mathematics, culture, innovation and leadership – are being co-created by current partnering schools which have strong engagement with indigenous, non-indigenous and international school students. Future partnering schools, organisations and people with appropriate expertise will continue this co-creation.

Managing the STEAM program

Samford Commons and its School of Sustainability is the Lead Agency, working in collaboration with Lead School Mitchelton State High School and at least five other secondary schools. It is expected that relevant government agencies, clubs, community groups and universities will be engaged in management resourcing of the program.



How the program will flow

- Students from Year 9 in partnering schools apply to participate in the program
- Pre-program activities build knowledge and insights about the aspirations and capacities of students in relation to the purposes of the program
- Students engage in a 6 day program on location at the Samford Commons School of Sustainability and visits to selected other sites, in the final week of school 2017
- The program includes student engagement and collaboration leading to:
 - ✓ the design and implementation of a project of choice which reflects the purposes of the program and the aspirations of students
 - ✓ immersion in creative learning in elements of STEAM as chosen by students, offered by students, practitioners, academics, industry experts, teachers and others
 - ✓ leadership and innovation strategies to build personal capacity and motivation
 - ✓ enhanced cultural, emotional and intellectual wisdom
 - ✓ the development of strong networks.

Resources

Samford Commons and Mitchelton High School have provided significant human resources and will provide significant precinct resources for the program. Schools are expected to support the delivery of the program through the provision of teaching staff, some cash and the engagement with students applying to participate.

It is expected that further funds, from a variety of sources, will be required to:

- support the design, development, delivery, management and evaluation of the program
- acquire access to learning experiences outside of those which are expected to be donated by skilled and committed people from various walks of life
- transport, accommodate and cater for students.

Timeline

Jan–May 2017	• Collaborate with stakeholders to design/plan the program • Confirm resource provision
May–Sep 2017	• Schools commit to the final program • Invitations sent to students
Sep–Oct 2017	• Student participation confirmed • Details of the program revised in light of student capacity and interests
Oct–Nov 2017	• Online community established • Mutual interests and aspirations identified • Students design integrated projects re selected topic areas
Oct–Nov 2017	• Integrated projects are delivered in the lead up to the on-site program • On-site immersion experience revised in light of process and outcomes of integrated projects and other emerging needs
3–8 Dec 2017	• On-site STEAM Immersion Program runs in Samford and other parts of South East Qld • Non-Brisbane Students are accommodated in a Homestay environment and 3 night camping experience
Dec 2017 onwards	• Post program review is conducted and used to design future Immersion Programs • Students engage in follow-on activity as decided during the Immersion experience

The future

The Samford Commons School of Sustainability plans to conduct a number of Immersion Programs in 2018 and thereafter. Some will focus on STEAM, others on Sustainability, others on the Arts and still more on other areas relevant to the Australian Curriculum and emerging innovative thinking from across the planet.

The length of these programs will vary from 1 day to a year and will be relevant to a wide cross-section of age groups. We plan to work on this with innovative Partnering Schools in a collaborative approach.

MORE INFORMATION

Howard Nielsen (howardn@samfordcommons.org.au, phone 0407 190 162)

www.samfordcommons.org.au



STEAM Immersion Program

Information pack for students and parents/carers



STEAM Immersion Program for Year 9 Students

This is an exciting opportunity to learn about innovation, culture and leadership through hands-on exploration and learning activities!

STEAM covers Science, Technology, Engineering, the Arts and Mathematics. The immersion program, offered by Samford Commons in conjunction with Mitchelton State High School, is a six-day program with workshops, expert talks, high-tech activities, educational visits and a camp-out.



STEAM Immersion Program – an overview



Format	Six day program, including 3 nights camp-out at Samford
Dates	Sunday 3 rd to Friday 8 th December 2017 (last week of school)
Who is it for?	Year 9 students who have an interest in STEAM and an idea for a community/school project
What will participants learn?	✓ STEAM knowledge ✓ Innovative technologies ✓ Problem solving skills ✓ Cross-cultural awareness ✓ Leadership & teamwork ✓ Digital storytelling skills
Venue	Samford Commons, 2204 Mt Samson Rd, Samford Valley QLD 4520; plus visits to other locations in Brisbane
Cost	\$375 per student (paid for or subsidised by the school). Includes all meals, equipment and transport between venues.
How to apply	Complete the application form, including an overview of a proposed project. Numbers are limited to 25 students.



STEAM Immersion Program – summary of activities



Day 1 Sunday 3 rd Dec 3pm to 8pm	• Introduction to Samford Commons; discuss projects • Hands-on <i>digital storytelling</i> workshop • <i>Long table dinner</i> with business people & facilitators
Day 2 Monday 4 th Dec 7:45am to 8pm	• Visit <i>Translational Research Institute</i> to find out about science and technologies used for cancer research • <i>QUT STEM team</i> activities at the Cube and Mitchelton • Reflection on innovation/activities, digital storytelling • Film/discussion about resilience and entrepreneurship
Day 3 Tuesday 5 th Dec 7:45am to 8pm	• <i>Sensory Overload</i> workshop exploring the natural world • <i>Community and sustainability</i> immersion activities • <i>Urban farming</i> tour and activities at Millen Farm • <i>Camp out at Samford Commons Glasshouse</i>
Day 4 Wednesday 6 th Dec 7:30am to 8pm	• Bush food production and preparation • Indigenous culture experience • Robotics, programming & autonomous vehicles workshop • Bushcraft workshop • Reflection, project/storytelling updates, performance • <i>Camp out at Samford Commons Glasshouse</i>
Day 5 Thursday 7 th Dec 6:45am to 8pm	• Dawn eco experience observing wildlife • Engineering, innovation and social justice sessions • Design thinking workshop – user-centric design • Ceramic art workshop to build a piece of public art • <i>Camp out at Samford Commons Glasshouse</i>
Day 6 Friday 8 th Dec 7:45am to 1:30pm	• Complete art piece, personal project, storytelling activity • Present projects and digital stories • Celebration lunch! Depart for home



STEAM Immersion Program – the details

About the program

The STEAM Immersion Program is for Year 9 students who have a special interest in any or all of Science, Technology, Engineering, the Arts and Mathematics and who are curious about innovation, culture and leadership. The program includes a camp-out and will be held from 3–8 December 2017 at the Samford Commons precinct.

The program will be very ‘hands-on’ and consists of workplace visits, expert workshops, facilitated team activities, community engagement experiences, project design and delivery, digital storytelling and use of innovative technology. Students will be given the opportunity to develop individual/group projects linked to a personal area of interest.

Participating students will have the opportunity to discuss issues faced by their school and local community and decide on key areas to investigate in their projects. These issues will be resolved via STEAM and *Design Thinking*. Participants can join a restricted access Facebook page to communicate with others in the program.

Who is behind the program?

The program is provided by Samford Commons in conjunction with Mitchelton State High School. Samford Commons is a not-for-profit community organisation with strong partnerships with education and industry. It is becoming known as an exciting learning showcase for sustainable living, working, learning and playing. Samford Commons is a member of *Innovate Moreton Bay* and is a proposed Innovation Hub within the Queensland Government’s Regional Innovation Program.

The program is run with the input and participation of experts from:

- The Translational Research Institute
- Engineers Without Borders
- STEM Punks
- The QUT STEM team
- Green Catalysts
- The Cube (QUT)
- Sun and Stars Bushcraft
- Eden Bush Foods
- Brisbane NW Trade Training Centre
- Elizabeth Heck Digital Storytelling
- Karen Hannay Ceramics
- Samford Eco Corridor
- Edgie-Commons Business Network
- SC School of Sustainability

The participant selection process

25 students will be selected through an application process that includes a proposed individual project related to the student’s local school or community.

To apply for the STEAM Immersion Program, students are required to:

- Complete the application form with endorsement from their staff representative
- Produce a very short overview of their proposed project. This can be written text (up to 200 words), a short video, PowerPoint, diagram or other suitable medium.



The student's project should address one of these questions:

- What issue needs resolving in my local community or school?
- What improvements would I like to see in my local community or school?

Timeline

<i>30 October 2017</i>	Submit program applications to the school staff representative
<i>10 November 2017</i>	Successful applicants are notified by email/phone
<i>17 November 2017</i>	Program payment due (see info on costs below)
<i>20 November 2017</i>	Briefing for selected students, parents and caregivers at the library annex, Mitchelton SHS, 4-5pm
<i>3–8 December 2017</i>	STEAM Immersion Program runs (see proposed schedule)
<i>After the program</i>	Students can remain in contact to enable continued collaboration and support for completion of projects. Students would also be eligible to mentor others at future STEAM Immersion Programs

Costs and practicalities

The cost of the camp is \$375 per student, with some schools paying that fee entirely or providing a subsidy. This covers catering, presenter fees, equipment and transport between venues. Payment should be made to Samford Commons by bank transfer (BSB:633 000, Account number 151259777) by end of Friday November 17th.

Parents/caregivers will be expected to provide transport to and from Samford Commons when required and also to Mitchelton SHS on Monday 4 December. Car pooling will be organised where practical. Transport between activities each day will be provided by bus. All of the proposed activities are considered to be low-risk.

Students will be required to bring the following items to the camp: backpack, 280-page notebook, A4 or A5 journal or scrapbook/sketchpad, writing and sketching equipment, mobile phone with camera, laptop or iPad with charger, digital camera if not on phone, water bottle, hat, sunscreen, insect repellent, casual outdoor clothing.

On sleepover nights, students will also need: sleeping bag, pillow, pyjamas, toiletries and towel. Optional items are: healthy snacks, books for reading, musical instruments. Any medication should be in a clear plastic bag marked with name, dosage & frequency.

MORE INFORMATION

Please contact staff representatives from your school if you have any questions.

Jacob Cheung (jmche7@eq.edu.au) or **Lois Cutmore** (lcutm1@eq.edu.au)

Mitchelton State High School (phone: 3550 1111)



STEAM Immersion Program – the full schedule

Day 1 – Sunday 3rd December

Time	Location	Activity
15.00-17.00	Samford Commons (2204 Mt Samson Rd, Samford)	Arrive at Samford Commons Meet and greet the team of participants and facilitators Induction to the venue and the background and purpose of Samford Commons by Howard Nielsen, Program Co-ordinator
17.00-18.30	Samford Commons	Small group session where students discuss their initial thoughts about their school/community project Digital Storytelling workshop facilitated by Elizabeth Heck begins a sequence of sessions over the week that builds the ability and creative skills to create and share stories. Students will learn: • How to craft a narrative • How to plan a story and short video • How to capture good quality video on a small digital device • How to capture quality audio • How to edit and distribute their story on various platforms.
18.30-20.00	Samford Commons	Long Table Dinner enables students to rub shoulders with entrepreneurial local businesses and staff who will facilitate sessions during the week. > Depart for home

Day 2 – Monday 4th December

Time	Location	Activity
07.45-0.90	Mitchelton State High School (754 Samford Rd, Mitchelton)	Bus departs Mitchelton State High for the Translational Research Institute
09.00-13.00	Translational Research Institute (Kent Rd Annerley)	Science, technology and medical research experience at the Translational Research Institute. Dr Fiona Simpson and her team are famed for their cancer research and they will introduce students to the wonderful world of science, medical research and the technologies attached. Students will be able to hear, see and experience the extraordinary Fiona Simpson story and immerse themselves in conversation and activity to understand the work being done.
13.00-14.00	Translational Research Institute	Lunch > Depart for QUT/ Mitchelton State High School
14.00-17.00	QUT and Mitchelton State High School	Immersion with QUT STEM team at the Cube and at the Brisbane North Workplace Training and Trade Centre at Mitchelton High School. First hand engagement by students is designed to stimulate inquiry, innovation and technical skills. > Depart for Samford Commons
17.00-18.00	Samford Commons	Reflection on the day's experiences and connecting to the <i>Innovation Jigsaw</i> and the chosen community project
18.00-20.00	Samford Commons	Digital storytelling workshop extends the work facilitated by Elizabeth Heck in session 5 on Sunday Meal and short film documentary on resilient communities provides a catalyst for discussion about personal resilience and entrepreneurial spirit. > Depart for home



Day 3 – Tuesday 5th December

Time	Location	Activity
07.45-09:00	Samford Commons	<i>Breakfast at the Glasshouse at Samford Commons, reflections on the previous day's experience and conversation about the day ahead.</i>
09.00-11.00	Samford Commons	<i>Sensory Overload workshop</i> in the local natural environment facilitated by Green Edge Catalysts. The purpose of this workshop is to connect participants more closely with the surprising wonders of the natural world, to deliberately stimulate all the senses, and to grasp some insights into creative/artistic photographic composition. Students will: • Meet in a 'creativity hub' location for priming, discussion and introduction to the eco-photography stimulus tasks • Move out and about together to explore the bush surrounds with cameras at the ready and to be inspired by the fun challenges • Regroup to share experiences of connecting with the environment via the camera lens and to extend critical and creative thinking skills • Wind up by devising sense-aware titles, demonstrating a deepened connection with the environment and creative composition.
11.00-13.00	Samford Commons and Samford Village	<i>Community & Sustainability Immersion.</i> Students will work in groups to explore sustainable practice and community building in Samford by meeting with selected business leaders and community leaders and experiencing a community engagement process.
13.00-14.00	Samford Commons	Lunch
14.00-17.00	Samford Commons – Millen Farm	Immersion in <i>urban farming</i> will start with a tour of the urban farm (Millen Farm) at Samford Commons. Students will be engaged in particular farming activities and will tackle some farming challenges.
17.00-18.00	Samford Commons	<i>Reflection</i> on the day's experiences and connecting to the <i>Leadership Jigsaw</i> and the community project
18.00-20.00	Samford Commons	Meal and group-organised entertainment > Camp out at Samford Commons glasshouse

Day 4 – Wednesday 6th December

Time	Location	Activity
07.30-08.15	Samford Commons	Breakfast at the Glasshouse at Samford Commons
08.30-11.30	Eden Bush Foods, 3 Lookout Ct, Camp Mt	Immersion in <i>bush food production and preparation</i> (Doug Brownlow, Eden Bush Foods)
11.30-13.00	Eden Bush Foods	<i>Indigenous culture</i> experience and bush food lunch
13.00-15.30	Samford Commons	<i>Robotics, programming and autonomous vehicles</i> will be the focus of this workshop designed to help students solve real world problems. (Michael Holstrom, STEM Punks)
15.30-17.30	Samford Commons	<i>Bushcraft workshop</i> facilitated by Andy Curry from Sun and Stars Bushcraft provides the opportunity to learn skills from a selection of shelter building, firecraft and inventing hunting tools. Students will learn useful life skills, build teamwork, understand technologies and work together to develop skills and solve problems.
17.30-18.30	Samford Commons	<i>Reflection</i> on the day's experiences and connecting to the <i>Culture Jigsaw Storytelling updates</i> and project updates
18.30-20.00	Samford Commons	Meal and a performance titled ' <i>Weaving Water</i> ' by Ludmila Doneman who weaves and interweaves stories connecting the traumatic 1968 Russian invasion of her home country Czechoslovakia with her journey into an Australian identity. > Camp out at Samford Commons glasshouse



Day 5 – Thursday 7th December

Time	Location	Activity
06.45-08.15	Samford Commons	<i>Dawn eco experience</i> at Samford's Eco Corridor to observe bird and animal life in a purpose-planted forest of indigenous species.
08.15-09.00	Samford Commons	Breakfast at the Glasshouse at Samford Commons
09.00-13.00	Samford Commons	<i>Engineering, innovation and social justice</i> immersion sessions provide information, insight and hands-on experience with Brisbane based engineers from the international network of Engineers without Borders. The group workshops are designed to help foster a new generation of scientists and engineers while giving students an understanding of appropriate technologies in developing communities.
13.00-14.00	Samford Commons	Lunch
14.00-16.00	Samford Commons	<i>Design thinking</i> workshop covers customer-centric design and also entrepreneurship. Students will experience first-hand how ideas can be transformed into tangible outcomes. (Michael Holstrom, STEM Punks)
16.00-18.00	Samford Commons	<i>Ceramic art</i> workshop to build a piece of public art which reflects the insights, reflections and aspirations of the students (Karen Hannay)
18.00-20.00	Samford Commons	Meal and <i>reflection</i> on the day's experiences and connecting to the project and digital storytelling > Camp out at Samford Commons glasshouse

Day 6: Friday 8th December

Time	Location	Activity
07.45-08.30	Samford Commons	Breakfast at the Glasshouse at Samford Commons
08.30-11.00	Samford Commons	Completion of the <i>public art piece, the personal project and storytelling</i> activity
11.00-11.30	Samford Commons	Morning break
11.30-13.30	Samford Commons	<i>Digital storytelling, project presentations</i> and feedback <i>Celebration</i> lunch > Depart for home





STEAM Immersion Program – the facilitators

Fifteen people are helping to deliver the STEAM Immersion Program. Some of them are facilitators from outside of the formal education system, while others are innovative teachers from schools or experts from the Samford Commons School of Sustainability. Facilitators are listed in order of their involvement in learning activities in the program.

Dr Elizabeth Heck

Dr Elizabeth Heck has facilitated digital storytelling and related co-creative media practice in both community and educational settings. She has recently completed a PhD exploring social learning and community uses of co-creative media in community media, arts and cultural contexts. She has presented at national and international conferences, and has published journal articles and book chapters on the subject.

Elizabeth has facilitated a variety of digital media workshops, which guide people through crafting their own authentic story to share with the world.



Dr Fiona Simpson – Translational Research Institute

Australian-born but growing up in Scotland, Dr Fiona Simpson intended to become a country vet, but was advised to get a biochemistry degree first. After going to the local chemist to find out what biochemistry was, she enrolled to study and found she loved science, so when she got her vet school offer she went to Cambridge to do her doctorate instead.

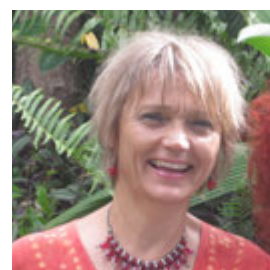
Dr Simpson gained numerous awards on the world stage and eventually came to the University of Queensland (UQ) where she further developed her expertise in cellular trafficking. She investigated ways to overcome insulin resistance in diabetes, which are now widely used.

Then an opportunity arose to start her own cancer research group at the UQ Diamantina Institute (UQDI) at Brisbane's Translational Research Institute. Fiona believes her findings will have implications for numerous forms of cancer and is passionate about her work. She has lost family members, including her mother, to cancer. Seeing the patients down in the clinics is also a driver. She loves research and finds it stimulating, enjoys teaching our next generation of research scientists and loves giving her time to school students.



Tamsin Scott – Green Edge Catalysts

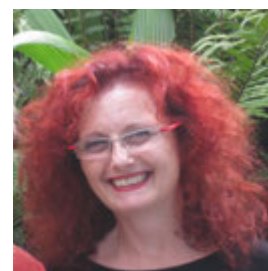
Tamsin, Partner and Co-founder of this Enviro-arts team, was drawn to both landscape architecture and photography through her love of nature. She obtained a BA in fine art/sculpture, before re-training as a landscape architect, working in that industry for over 25 years. More recently Tamsin has worked as a group facilitator - both here and in the UK - on a range of creative activities and workshops that explore nature connection in the outdoors. In recognising the dilemma of 'nature deficit disorder', she is committed to finding ways for people to re-engage more deeply with the natural world to help lead more balanced lives.





Sharmila Nezovic - Green Edge Catalysts

Sharmila, Partner and Co-founder of this Enviro-arts team, holds a Master of Creative Arts from James Cook Uni and has extensive creative arts experience – not only as a visual and a performance artist, but also with over 20 years experience as an arts educator and community and cultural developer. She is passionate about working across disciplines and facilitating exciting learning experiences filled with creativity for people of all ages.



Sharmila is known for her dynamic and accessible approach to innovative processes and projects. She feels a deep, personal spiritual connection with nature yet is equally inspired by urban environments.

Doug Brownlow – Eden Bush Foods

Doug Brownlow has been connected with agricultural activities since the early days on his family's Sydney poultry farm and later, their beef and apple property. His career path has taken him into education and management both in NSW and Queensland and he and his wife Kath became involved in the bush food industry in the mid-1990's.

In 1994 they purchased a 2 hectare property in Camp Mountain and regenerated the land, utilising best practice land management principles to establish rainforest species, including a selection of bush foods. Doug was invited to join the special committee working on the development and incorporation of the national Australian Native Food Industry Ltd and was a founding director at its incorporation in 2006.

Kath offers mentoring and spiritual direction while Doug works part time at QUT in injury prevention while maintaining their small polycultural planting.

Michael Holstrom – STEM Punks

Michael Holstrom has seen first hand the importance of play in learning by observing his children learning fast with no fear of failure. Backed up by his expertise in technology and business this inspired him to set up STEM Punks as a means of building tomorrow's innovators.

Over the past 15 years he has founded several start ups and successful global businesses. Through STEM Punks he is taking lessons learnt to inspire future entrepreneurs. Michael was born in Sweden, lives in Samford and holds qualifications in engineering and science. He is part of the Samford Commons School of Sustainability team.



Ludmila Doneman – Edgware Creative Entrepreneurship

Ludmila is co-founder of Edgware Creative Entrepreneurship. Her working life has led her from the mainstream of a rich and critical theatre tradition in Central Europe to re-establishment and training in Australia, from student and 'laboratory' theatre in the 70's into her continuing concern with community development, the arts and social-cultural animation.

She is passionate about working with people whose voices are often unheard – young people, women, migrants, the elderly, and people with disabilities.

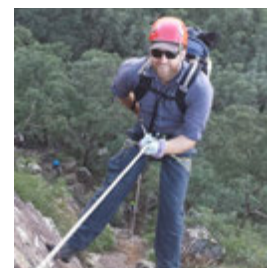




Andy Curry – Sun and Stars Bushcraft

Andy Currey has spent most of his life exploring the outdoors. He created his company, Sun and Stars Bushcraft, to encourage people back into the outdoors, and to support their re-connection to nature, themselves, and each other.

By learning the ways of nature and re-visiting the lost and forgotten skills of our ancestors, we can achieve a greater understanding of our place in the world today and re-connect with the adventurous side that lies within us all. In doing this we truly discover what we are capable of, and thrive as a result of doing so.



Engineers Without Borders

Engineers without Borders Australia is a member-based non-profit organization that creates change through humanitarian engineering in working with partnership with third world countries to address the lack of basic human need such as clean water, sanitation and hygiene and basic infrastructure. Its mission is to connect, educate and empower people through humanitarian engineering.



**engineers
without borders
australia**

One of the most pressing issues facing humanity today is world poverty. This dilemma has been identified in the UN sustainable development goals and these goals include halving the three billion poor who live on less than \$2 per day, halving the 800 million who are hungry, and halving the one billion who do not have access to safe water. It also includes the design and production of prosthetics for those disabled by war, ill-health or poverty.

Developing communities require improved access to engineering skills, knowledge and appropriate technology. EWB is addressing these needs in Queensland and worldwide through programs such as Engineering with Communities, Education and Research, and Leadership and Training.

Karen Hannay

Karen Hannay is a practicing ceramic artist who also works part-time as an Art teacher at Brisbane Grammar School. She holds a Diploma of Teaching (Art), Graduate Diploma (Curriculum- Art) and Master of Education (Research).

Karen has experience in Primary, Secondary and Tertiary Art education. Working with clay is a particular passion for Karen, who is also a member of Creative Samford. Karen is member of the Samford Commons School of Sustainability working group.





Schoolteachers

Lois Cutmore is the acting Head of Department, Performance and Engagement at Mitchelton State High School and will facilitate a number of sessions having been closely involved in the design of the Immersion Program.

Jacob Cheung teaches maths and science at Mitchelton High School. He has been highly involved in the design of the Immersion Program and will facilitate a number of program sessions.

Shelley Bampton is the Deputy Principal Junior Secondary at Mitchelton State High School with an arts background and an award as Queensland Teacher of the Year. She has been instrumental in building the Immersion Program.

Phil Driver is a senior science teacher at The Gap State High School and is a pioneer of teaching about sustainability and leadership. He is also a member of the Samford Commons School of Sustainability working group.



Program Coordinator

Howard Nielsen – NACC (Nielsen and Company Consulting)

Howard Nielsen grew up on a fruit farm and played a lot of sport before graduating as a teacher. He has experience as an environmental educator, community developer, school principal, tertiary lecturer and CEO of two community-owned educational organisations.

Howard runs his own consulting business on leadership, community building and sustainability and is the part-time General Manager of Samford Commons. He is a Global Advisor to the United Nations Global Compact Cities Programme and is an Industry Fellow at the Centre for Sustainable Business and Development at the University of Southern Queensland.

He is a 'specialist generalists' in the sustainability field and works with passion as a consultant in businesses, not-for-profit organisations and communities. Howard holds qualifications in business management, education and environmental sustainability and he and most of his extended family live in Samford Village.

