

2020 STEAM challenge

Science, Technology, Engineering Art and Maths



Inspiration and themes

800 years ago Salisbury Cathedral and its community moved from Old Sarum, a feat that required the greatest physical, technological and intellectual skills. Join in our Salisbury 2020 celebrations of movement recognising this great achievement. Draw inspiration from this extraordinary moment in our history and discover what you can move.

Opportunity

Discover what you can move?

We are announcing an opportunity to work across different media and create new work for submission to an exhibition of young people's work.

This project is intended to be fun and inventive, support learning and promote creative thinking and problem solving skills.

This is an open call to explore the world of automata and movement. It is an invitation to stretch and challenge: to be creative, ambitious and innovative. This project seeks to encourage young people to be inspired by a theme of movement and to produce something exciting whilst using art, science, design and technology.

We look forward to seeing a spectrum of ideas encompassing creative thinking and an artistic output. The results might include functional objects such as a moving toy, a household aid, or even a prosthetic limb. It could be a robotic mechanism, wind powered object or a piece of a kinetic art.

Submissions may be made in the form of 2 dimensional designs, digital programmes, scientific experiments and discoveries, video or fully constructed 3 dimensional pieces. Submissions will be displayed on our website and social media pages and selected pieces will be displayed in libraries across Wiltshire and Swindon later this year.

To submit your work please complete this form <https://www.surveymonkey.co.uk/r/STEAM-Submissions> by **24th August 2020**, contact clare.threadgold@wiltshirecreative.co.uk if you have any questions.

Notes for entry:

- 1 submission per young person
- Only first names will be used to identify the young artist
- Please ensure there is nothing visible in the You Tube footage which identifies any member of the household or anything which identifies their address
- By sending a submission you are consenting to us using your work as part of the STEAM exhibition
- Be aware the work will be available to be viewed by public, please bear this in mind when you are making a submission and ensure it is appropriate
- If you are under 18 please tell a parent/carer you are making a submission

au•tom•a•ton

(ɑ' tɒm ə, tɒn, -tɪn)

n., pl. -tons, -ta (-tə).

1. a mechanical figure or contrivance constructed to act as if by its own motive power; robot.
2. a person or animal that acts in a monotonous, routine manner, without active intelligence.
3. a mechanical device, operated electronically, that functions automatically, without continuous input from an operator.
4. anything capable of acting automatically or without an external motive force.

