



Welcome

to our

Celebration of

Excellence

for

Impact Projects

at

Albany Senior High School

2016

This evening's Programme

6:30-7:50 pm

We invite you to make your way through our learning commons to meet and talk with our students to find out about the amazing range of projects they have worked on this year. Light refreshments are available.

8:00-9:00 pm

The formal celebration of excellence will take place in the theatre for nominees and their families.

Welcome

From our student MCs:

Nana Aborampa-Mensah, Sunny Lee, Ben Lewens & Aimee Shaw

Acknowledgement of Excellence

Order of learning communities:

Totara

Rewarewa

Kauri

Karaka

Miro

Puriri

Kahikatea

Tanekaha

GATEWAY

Key Address

Our student MC, Sunny Lee invites Stephen Kendall-Jones, Principal of Albany Junior High School to the stage

Our top projects

Will be announced by our Principal Barbara Cavanagh

Our evening will conclude at 9:00 pm with an opportunity for students to collect items to take home by 9:30 pm.

Thank you

Our Excellence Projects

From Totara:

La Lune Longboards

Chalise Chevin and Abbey Park

For our Impact Project, we built two LED light longboards (skateboards) from scratch. We have also made a promotional video to showcase and present our longboards to others. We decided to do this project because we both have a keen interest in longboards and skateboards. We succeeded in making two LED light longboards that are rideable and professional looking. We gained a lot of knowledge about building and manufacturing longboards. We gained important skills about how to use many power tools and time management skills. We talked with different manufacturers and business owners about furthering our project through business development. We are trying to make our project move forward by getting a company to manufacture our longboards for us so that we could sell our boards to the community.

Diabetic App

Jessica Sampson

I decided to design a mobile app that would keep track of sugar levels for diabetics. This came about due to my brother being a diabetic and wanting to help him track his diabetic levels more easily. The project required me to learn Java which is a relatively difficult language to learn and I applied some HTML/CSS skills I already knew. I also developed a conceptual design ready to take to the next level and this was a great achievement. To make the app fully functional, my next step is using a different platform that transfers the data to a spreadsheet.

Around the World

Kelsey Cornthwaite

I created a travel blog which had a different culture focus each week, for example festivals. I then researched this from multiple different cultures, and synthesised this into an engaging blog post. This project allowed me to pursue areas of interest and extend my own knowledge. The blog itself was engaging and dynamic. This exercise extended my writing skills, and allowed me to demonstrate my excellent project management skills.

Soigne Magazine

Kinta Ramsay and Ciara Robinson Huggins

We worked through designing and writing an e-magazine focused on fashion, art, film, travel, books and DIY activities. We spent multiple days off-site working with two different design experts and, although we had initially planned on printing our magazine, our product ended up being an e-magazine and blog. We have created hair tutorials, wrote about art and other aspects that we thought teenagers would be interested in. We also wrote about travel and reviewed books. In order to research and develop our magazine design and writing skills, we talked to experts and learnt valuable skills on how to make magazines and what's involved. We also visited Jono de Alwis from Motion Sickness in Newmarket who taught us all about target audiences, design, and appealing to the public.

Settlers Village Impact Project
Rachel Schmidt and Brooke Milham

Our project involved us visiting the Settlers Retirement Home and talking to the people living there about their lives. After talking to them we then turned their story into a book /scrapbook as a keep sake for them to look back on their memories. We decided to do this project as we loved the idea of hearing their stories and preserving those stories. Our outcome was a scrapbook with small stories from the Settlers' lives illustrated with photos. We learned skills such as taking a voice recording and transcribing it into a story so that we could make sure the point of view of the story was still their own. The most interesting part of our project was hearing real life stories from a long time ago and what it was like to grow up in a different generation and how it is different to our generation now.

From Rewarewa:

ASHS Coffee Cup
Caitlin Woods, Steffi Sumner and Abbie Bazeley

Throughout this semester we have aspired to campaign awareness about saving our environment. In particular, we wanted to reduce the amount of land waste products such as takeaway coffee cups produce. The statistic that "one takeaway coffee a day creates 10kg of land waste a year" shocked us into realising how much useless waste we as humans create. In order to fix this ongoing issue we came up with the solution to source our own reusable cups. We negotiated a deal with our school cafe that if people use this cup when buying coffee, they get a 50c discount every time they buy. This incentive was to encourage people to buy and use our cups as well as help them to understand how to save the environment. Finding the right company to produce our dream was challenging but we overcame this hurdle and ended up cooperating with New Zealand's Green & Gold Winners of 2015; Ideal Cup. We eventually managed to produce 100 reusable coffee cups with the ASHS logo printed on the front. These cups are made up of 100% recyclable material and are completely eco-friendly as well. We hope to have inspired the whole school into being eco-friendly when it comes to buying their coffee.

Human Brain Evolution
Sarah Mills

My project is based on the human brain and how it has evolved through evolution. I explain the process through 3 pieces of artwork showing our past, present and our possible future. The brain fascinates me because we only know so much but there is so much we still are yet to know and there are other mysteries we are yet to discover. I do wish to pursue this passion I have for the human brain as a career as an Anthropologist. I worked with Bays Youth who are a support service for youth and they were able to explain different parts of the brain and how the different parts function. They were the main influence for my present piece of artwork. With my artwork I always sought advice from Sally with what improvements I could make to deepen the meaning behind my work and to give a clear message of what my artwork is about. It was the passion and curiosity that I found truly interesting as it drove me to do things I normally would never try to do. I was amazed how one project could affect me in so many ways.

Crocheting for Charity

Georgia Knowles and Caitlin Hoban

Our project involved crocheting 30 beanies, 8 scarves, 5 blankets and 6 soft toys. We also initiated a Crochet Club at Albany Junior High School with over 15 members and taught other youth to crochet. We decided to do this project because we are passionate about crochet. We wanted to further our learning and to spread awareness of this dying craft form. We are proud that we have started a new Crochet Club at AJHS and want to thank our outside mentor, teacher, Mrs Paula Pierce. This project has also helped us develop some new communication skills. We received donations from The Warehouse and Spotlight for wool and we donated all of the items we created to a local Salvation Army franchise.

T-Shirt Making and Manufacturing

James Maney and Briana Harriman

Our project was to design and manufacture our t-shirts. We were into fashion and design so we took the time to go into detail and experience the effort that goes into making the clothes we wear. We researched and designed different shirt styles. We all knew how to sew but this made us develop our skills and was a good way to learn what the different machines are used for and when they should be used. We engaged with the community by sending out surveys to students. We asked them to choose preferred designs which we then used to develop our designs. We also personally approached students in our year group and asked for feedback. When the prototype shirt was finished we had a student wear it to see if the sizing was good and to get more feedback from students. We then worked with a stakeholder to pick out the right fabric and colour. This ensured that the product we made met the needs of the customer.

Book Reviewing Blog

Victoria Rugg

My project was to create and maintain a blog for reviewing books. I decided to do this project as I am an avid reader and have always been interested in sharing my passion with the world. Learning I have taken from this project includes; skills around creating a successful blog, how to effectively review a variety of books, and how to attract an online audience. I have shared my reviews with an online community, through the use of my blog. The most interesting thing about my project is how it draws together a community of people who share similar interests. It expresses my love of reading and inspires others.

Recording Studio

Jordan Lindsay

My Impact Project was based entirely around music. It started with basic recordings and putting tracks together, and has now progressed to owning my own recording studio (100% built by my own plans) and collecting instruments to add to the variety in the studio. So far, I have completed 13 songs towards an upcoming album "Altered Perception". The majority of the songs are produced and mastered by other talented musicians who have given me permission to add lyrics over them. All other songs that don't have production credit added in the title were produced entirely by me. The aim of my project was to build a professional means of recording, and to have completed at least 5 tracks by the end of the semester. I can proudly say I have exceeded this standard, and the outcome is better than expected. The final product of my Impact is a 15 track album, and a professional recording studio open to the wider community.

Greek Mythology Children's Book

Georgia Knowles, Caitlin Hoban, Charlie Hunter and Caitlin Fisher

Our goal was to write, illustrate and publish a book to educate children aged 7-10 on Greek mythology in a more family friendly manner than it is traditionally depicted. We chose to do this project because of our BURNING passion for the school's classics subject, and we wanted to help young children share in this passion. As the book is nearing completion we are unsure whether our final product will be presented physically or as an eBook. We have learnt about illustrating, writing for a specific audience, formatting a book and digitally editing images. We hope to engage with the community by showing it to children and helping them become interested in mythology, as well as presenting it in a way that keeps the murder, incest and cannibalism to a bare minimum.

3D Chess Set

Dylan Eades and Charlie Hunter

Our goal was to create a full set of chess pieces by designing them digitally and printing them in 3D. We chose to do this project because we wanted to learn how 3D printing works and chess pieces are small and quick to print. Making our own designs also allowed us to experiment and make unique pieces, as well as furthering our digital design skills. The outcome was not a finished chess set, however we had all of the pieces designed and printed at least once. We know a lot of people play chess at lunch and morning tea so we decided to make a 3D printed chess set for ASHS students. Due to the structure of some pieces we needed to print them upside down so they didn't make a mess. We found that people loved hearing and watching the 3D printing taking place as it plays a soothing, almost mesmerising tune.

Studying the Sky

Olivia Randall

I've always been interested in stars and have never taken a class involving astronomy, so I thought doing an Impact Project would extend my star knowledge and help me explore a potential career path. My final product was a circular painting which will be hung on a wall, with my own circuits for lights as the stars and research on five specific constellations. I definitely learnt a lot about measurements needed for the stars and actually how precise our galaxy is. During this project I've also been reintroduced to painting - as that was a big part, and building circuits, which I haven't done recently. I was also able to go out to Star dome and talk to an expert about my plan, which also gave me the sense of 'learning beyond the classroom'. I've also considered offering to build a second model for them as a thank-you. I am very proud of my final painting, how you're able to press a button to see a certain constellation light up and read some interesting mythology about it, like in a museum.

From Kauri:

Girl Boss

Lexi Hilbertidou, Sayurie Naicker, Kayla Turner, Hannah Peters and Caitlin Hancy

For our Impact Project for semester one we organised two conferences which saw 380 young girls gather at AUT for a full day event. Our incentive to organise these conferences was to address the lack of women pursuing STEM, Leadership and Business fields. The potential of the project was quickly recognized as we had over 20 incredible female leaders speaking, including Jacinda Ardern, Michelle Dickinson and Theresa Gattung, and over \$10,000 in sponsorship. The event has allowed us to gain skills in communication as we organised speakers, sponsors and ushers for the event. We have learnt so much about what good leadership looks like and what helps and hinders effective teamwork / communication. The skills we have all learnt will stick with us for life.

Modern Psychedalia

Josh McEwan and Felix Cheng

My project started in Semester 1 of this year, when I wrote my own post-rock / psychedelic-rock / shoegaze songs to put on my own album. In Semester 2 this year, I have been collaborating with Felix, my drummer, who has helped write drum parts for the songs and record demo tracks. After saving thousands of my own dollars, and getting in contact with many studios across Auckland, we have been booked into a studio called 'Black Orange Studios' in the term 3 holidays to professionally record, mix, and master these songs with a studio engineer. We will finally release the professional-quality 8 track album on Bandcamp and Soundcloud. I have been quite involved in the Auckland under-age music scene, where this type of music is really showcased, and decided at a gig that I wanted to try to write my own album in this genre. I knew nothing about how to write these types of songs so I spent countless numbers of hours listening to playlists on Spotify, and went to a countless number of gigs to get a true understanding of this unique genre. I am looking at the possibility of finding a full band once the album has been recorded, so that I can play at the gigs that sparked my inspiration, and contribute to the uniqueness of the Auckland music scene. This project has opened up various career opportunities in the music industry for me, and I believe that the project will continue to live on, even after the Impact Semester has finished.

Pads for Fiji

Renae Samson and Liv Dow

We worked alongside Rachael (our mentor) to create a project that was going to help women in Fiji. Our project was making homemade cloth pads and sending them to Fiji. We consulted people on the ground in Fiji after the cyclone, and they said that disposable pads could not be disposed of properly so we wanted to come up with a comfortable, convenient and environmentally friendly alternative. Our cloth pads were hygienic and worked as a normal pad but could be washed, sterilised and then re used. This meant that there would be less waste and rubbish after the cyclone. We believed that the right to hygiene products should be accessible to everyone and we were able to give a helping hand by making reusable cloth pads. We worked hard to overcome challenges, learning lots about both sewing and the nature of practical relief after a disaster. We also had to overcome the challenge of being able to talk about our project candidly and without embarrassment. We really enjoyed this project and we're very proud of the results.

Augmented Reality Sandbox

Lachlan Fordyce and Takashi Kamata

The concept of the Augmented Reality Sandbox (ARS) is to be able to display contour lines, coloured topographic mapping and a detailed water flow simulation which updates as changes are made in a landscape. Using a Kinect Sensor as a depth camera and other digital components as part of a physical sandbox, sand is rendered with a 2D overlay featuring spaced contour lines and colour according to gradient and elevation. This assists students to understand the geographic concepts of contours and gradients and is a very useful interactive teaching tool. Using the ARS also increases the fun element of learning. We decided on this project because of our desire to find out more about an ARS and the use of computer technology. From encountering videos of working prototypes and sandbox exhibits, we saw a purpose for one to be used within geography at school. We were surprised by the number of unexpected challenges we faced as the project developed. We have gained knowledge of operating system booting and commands, hardware components and capabilities, physically creating and improving the sandbox, software calibration procedures as well as learning about geography itself! This project has also developed our confidence in explaining technical aspects of the project to others. The outcome of our project enhances conceptual learning and is an innovative, tactile way of exploring geography for teachers and students. Wider engagement with a community is planned later this year when we will demonstrate our ARS to the Auckland Geography Teachers Association at their annual professional development day. Our project was displayed during the ASHS open and course selection evenings, where it was met with positive response and interest. This has been our most challenging but also most rewarding Impact Project so far. Besides having a completed ARS we now have a better understanding of the importance of integrating the four Impact Project pillars.

Lucas Creek Bush Walk

Connor Wallace

The aim of this project was to establish a gravel track through Lucas Creek Bush, the 12,700 m² of native bush just north of Albany Senior. The project was to allow ease of access into the bush for science and art classes and to build off of my past projects of conducting pest control in the bush through signage detailing the flora and fauna people would be likely to encounter as well as the significance of restorative work. I decided upon this project as I am a passionate conservationist and environmentalist and believe that exposing people to nature and what our country has to offer from a biodiversity aspect is a great way to spark similar passion in others. The outcome of my project at this stage is not an established track but rather a planned route and a foothold in the legal process of working within the land's covenant. I have learnt plenty about track design and clever use of resources as well as about the bureaucracy and the process which surrounds getting a project of this nature underway. To allow for this project to be successful in future I am making a booklet to be left in Albany Senior's possession once I leave the school detailing how far I brought the project and providing contacts and resources for whomever is passionate enough to take up the project next. In these early stages of the project I engaged the public by seeking expert advice from a local track designer/builder as well as from the Auckland Council. Once complete the project will be extremely engaging as it will likely be open to the community in the weekends and students during school hours, serving to inspire successive generations of environmentalists or to at least raise awareness of NZ's unique and precious biodiversity.

Music Project

Helena Lunt

This year, my Wednesdays have been all about music! Music has always been a passion of mine - I have been singing and playing guitar since 6 years of age and recently wanted to start extending my skills and do some songwriting. Inspired by a University of Auckland songwriting workshop I attended, I set myself the goal to write and record 5 songs by the end of semester two, as a flow on from my last project. I knew it wouldn't be easy, as Ed Sheeran once said, songwriting is like a muddy tap; it has to run for a while before the water turns clear! I knew I would have to draw on my previous Impact Project learning to persevere, be patient with myself and achieve my goal... Thus far, I have managed to write lyrics and chords to create roughly 7 songs but have only been happy enough with 3, which I have recorded and am proud of. I have learnt that I do have to write some not so good songs in between the better ones and that it's easier for me to write about a person I'm close to, or experiences I've had, rather than something random. I have also been learning the importance of refining and reworking my songs, and how to use the recording equipment at school. I believe music is a great way to bring people together and during the course of the year, I have used my Impact Project learning to help me become more comfortable performing. I have participated in a concert at Settlers Retirement Village, auditioned and performed for the school Variety Show and at the lunchtime Daffodil Day concert. I have uploaded my recorded songs to my Soundcloud page, which has been a great way to get family and friends all over the world to hear my music and contribute to a wider community. By using my Impact Project time to work on and extend a passion of mine, I have become more comfortable performing music, writing songs and extending my learning.

Street 16

Sam Lee, Sharon Jang, Jamie Shaw and Kaitlin Lee

As part of our Impact Project for 2016, we entered the young enterprise competition, held by the Lion Foundation. Through this competition, we established our own streetwear fashion brand, Street 16 Clothing. In the streetwear clothing industry, males mainly dominate the market, making it extremely difficult for women to purchase trendy streetwear. Streetwear is also very expensive and shipping is usually unavailable for NZ customers. That is why Street 16 Clothing was established; to solve these problems. Through Street 16 Clothing, we provide young women in NZ, just like us, with affordable yet high quality streetwear. We are also a socially sustainable and ethical brand as we only sell child labour and sweatshop free clothing. Throughout this year, we have had great success in our project. We successfully launched 7 products this year with 2 of our products selling out. We made it through to the dragons den finals, we were featured in the local papers for raising awareness of sweatshop free clothing and we also recently won a video competition with our promotional video.

From Karaka:

Careers Information Evening

Dani Clark

Being in my last year at ASHS, I wanted to leave a legacy behind through my Impact Project. I created a Careers Information Evening for parents and students of ASHS to attend and receive information from guest speakers about 'Life after High School.' The evening included guest speakers from universities and associations from all over New Zealand to talk about specific subjects that students and especially parents needed to know more about. Seminars about accommodation, student finances, scholarships, apprenticeships, student life and ASHS alumni were organised. I experienced a mixture of hurdles and successes with the organisation, but what made it all worthwhile was the positive feedback from parents and students after the event.

Biodynamic Gardening

Ella Scopas

Biodynamics is a sustainable gardening method developed by Rudolf Steiner, which develops on the principles of organics by using the lunar patterns and cycles as a guide for doing certain tasks in the garden. I began my project by researching and developing my knowledge of biodynamics. From there I have been applying both organic and biodynamic gardening methods in my garden plot at home, then comparing the effect each gardening method has on plant health and yield. I joined the NZ Biodynamic Association, and I have also attended and helped to organise biodynamic workshops with a friend, who is an expert on biodynamic composting and using the biodynamic calendar. From what I have learnt I am making informative visual posters about different aspects with the intention of informing the ASHS community about biodynamic gardening. The most interesting thing I have learnt through this Impact Project is how the moon has a similar effect on plants as it does on the ocean tides, due to plants being 80-90% water. Therefore we are able to utilise the cycles and positioning of the moon to our advantage in the garden.

Gym for a Grin

Emilly Liang and Ayame Van Beusekom

Our Impact Project involved us volunteering as gymnastics coaches at Pinehill Primary School and creating an online resource to encourage teachers to have gymnastics in a P.E lesson. We saw that many primary schools have basic gymnastics equipment, but lots of teachers did not know how to use it. We decided to do this particular project because we wanted to promote and share the sport of gymnastics to others in the community. Through this project, we gained lots of new knowledge and skills on coaching kids that have never tried gymnastics before and we discovered how children learn best. Making the Gym for a Grin website allowed us to gain new video/web design skills and improved on our communication skills. We engaged and communicated with primary school students, teachers, parents, and lots of other primary schools in Auckland who would find our website useful. What we found really interesting is that primary school children enjoy gymnastics and with a few fun gymnastics lessons we saw lots of improvement in kids' balance, flexibility, strength, and coordination.

Feeding with Meaning

Emilly Liang and Ayame Van Beusekom

305,000 Kiwi kids are living in poverty. Our project for this semester involved looking at this issue in NZ, and how we could make a difference. We particularly decided to focus on the aspect of food, and ensuring those in poverty had access to resources they needed to get correct nutrition for every day. We achieved this through working alongside wonderful charity organisations, who opened up our eyes to the enormous impact this issue has on so many New Zealanders. We volunteered several times at an organisation called 'Eat my Lunch' in the city, making thousands of sandwiches from 6:30 in the morning, ready to be delivered to thousands of children in over 30 schools. We also worked with the Salvation Army Centre in Albany, helping out in their food bank and hosting a morning tea for the workers and people who go there for support, to give back for all they do. Sorting out all the donated food items inspired us to expand our project further. We did this by creating a recipe booklet showing several ways to utilize common items found in food parcels, or ingredients which are very affordable. Our recipe booklet has been sent out to the Salvation Army, and 16 other charity organisations in NZ who all provide food parcels. This project has undoubtedly been a very rewarding experience, knowing we have made a small impact on thousands of Kiwis, and it has made us feel very fortunate for what we have.

Building a Go-Kart

Jordan Smyth and Ben Greenridge

We have shown our interest in the practical aspects of mechanics and metal work by taking on the challenge of making a go-kart. We both have had previous experience in making things and wanted to push ourselves, allowing us to learn and improve our skills to give us an insight into what a career in a mechanical field might be like. We are well on our way to creating a functional go-kart alongside a website documenting the process.

Aquaponics

Mathew Lawrence, Keegan Pilkington and Kimberley Voisin

Our idea was to create a sustainable garden that anybody can grow vegetables in. The end goal was to have water flowing from the fish tank into the planter box - where the water would be filtered by the plants and sent back to the fish tank. We thought this would allow us to grow almost any plant at nearly double the speed of a plant growing in the ground. We've always been fascinated with plants, with some of us living on farms and having previously studied agricultural. Together we had to learn about constructing and building the project and we were fortunate to be helped out by a friend's dad who showed us a lot when it came to building. Next we had to learn about different diseases fish and plants can have and what we could do to stop them. We also had to learn about plumbing and how to properly drain the planter box completely every cycle, so as to stop root rot from killing the plants. We accomplished the same product for nearly a quarter of the price that industrial aquaponics cost.

Designing a Family Home

Audry Yu

For my Impact Project, I created ideas and designs for a family home, producing a series of drawings, showing my final design. I decided to take on this project because I have a strong passion for design. Architecture is a potential career path I would like to follow, and I used this Impact Project to experience a taste of architecture. The outcome of my Impact Project was a portfolio, containing a series of drawings following my journey through all stages of research. I took much learning from this, not only the types of drawings I learnt but also that to design something is a process. Continuous learning from my mentor/experts as well as talking with my stakeholder - my father - throughout the project allowed me to engage with the community around me.

Sleepout Design

Tony Tsoi

I produced a series of sleepout designs for my authentic stakeholder Wendy McDonald. I chose to do this project to help me improve on my architecture skills. The outcome of my project was a portfolio of designs and concepts for my client. Wendy actually constructed the design at her house. My project can be used as an exemplar for those who may have similar projects. The most interesting thing about my project was the learning process and development of my project, as my skills improved during each stage of the project. Also my project was able to be built in real life thanks to my mentor Tim and my stakeholder Wendy.

Vex Robots

Vincent Humphreys and William Eiberg

Our first project in semester one was making a minecraft mod, something we've always wanted to do but never had the proper motivation or resources to do so - until this year when the school made that possible with constant motivation. We have added a new set of gear and weapons which have increased the 'color' in the game. While this might sound quick and simple, we encountered very BIG problems, most of which included restarting the process of building and coding the environment which, when you are halfway through coding, is a big setback. We were persistent enough that even after this happened time and time again, we never gave up. With this persistence we were able to reach our goal of making a minecraft mod, and set our sights on making VEX robotics. We didn't succeed with the first idea nor the second but the third is what we have gone with and that is making a RC Car. Though we may not have had a major success with our second product, we have had very good outcome with learning...which includes learning the resilience of never giving up - "You can't have a rainbow without a little rain".

Fanart and Fanfiction

Sophie Claridge

My passion of creating fan art and fanfiction for my favourite tv programme, Danny Phantom, got further explored in my semester 2 Impact Project. I worked with an external mentor, Kirstin, who is based in Christchurch and we created a multi chapter fanfiction story, my own short story, and a collection of fan art. I have been inspired and motivated by many fan artists and fanfiction artists, but most of all by Kirstin, as she is a dedicated, creative artist and writer who has been my biggest supporter. During the project, I practised and improved my writing skills, as well as learned how to use shading and contrast effectively and use different tones and angles in my drawings. I have been receiving positive feedback from the online community on Fanfiction.net and Deviant art, which is where I publish my stories and art.

Vacuum Canon
Connor Shaw

My Impact Project this semester has been fixing up the vacuum canon I designed and built last semester and planning and building a casing for the transport of the canon and its parts. I decided to do this project as I had a large amount of ownership and pride in my last project and wanted to finish it and enhance the project where possible. My project has still not been fully finished as I have not been able to test fire the canon yet due to my canon breaking multiple times. The casing I have built is successful in being a transport for my canon. I learnt about many parts of the design process and also learnt about hard materials. I engaged with my community by talking to the design and hard materials teachers to develop my project, I will also be using my project to raise interest in both science and engineering. The most interesting part of my project is that if the canon is able to be fired in the night it will travel at very high speeds and be an interesting experience for those watching

From Miro:

Hibiscus Coast/Dairy Flat Highway School Bus
Carly Hanna

As ASHS student numbers are continuing to grow I have noticed a massive increase this year in the amount of out of zone students catching public transport to and from school. Because of this, throughout both Impact semesters, I have been working towards organising a school bus for the Hibiscus Coast, via Dairy Flat Highway. Having a school bus would mean students that live along this route will have one direct bus that would take them to and from school and decrease the travelling time and worry about catching connecting buses. Throughout this project, I have created surveys to gather information and opinions from students and contacted multiple bus companies and Auckland Transport, while liaising with Barbara and Nigel at school to hopefully turn this planning into reality by the start of next year! This project has also enabled me to develop logical thinking skills, communication and time management.

The Impact of Impact – A Documentary
Seth Kirk

To combine my growing love of media journalism and tendency to ‘over-commit’ to too many Impact Projects simultaneously, I undertook the challenge of investigating and filming what people gain and enjoy about doing Impact Projects. I interviewed lots of interested parties including current students, staff members and ex-students and have edited my findings into an eight minute video. As well as contacting and interviewing lots of people I have never met before I have also liaised with media studies staff and outside experts to get help with this film. Particular challenges were working out who the audience for the film should be and editing huge numbers of hours of footage into just a few minutes. I still plan to make a bloopers reel from the cutting room floor!

Golden Rose Studios

Kieran Woods, Rohan Smith, Jordan Saunders and Tim Reinhold

We created a basic design for a video game of our creation, as well as using and adapting a new system for group management: “SPRINT” project management method. We decided to choose this project because we all enjoy video games and felt we wanted to develop our own ideas as we all have expertise in each area of a successful game. Our final product was a conceptual game design that we called “Shadow of the Rift” which is a real time strategy that revolves around future humanity and their ever lasting struggle for eternal power. We also developed a newly improved “SPRINT” project management method, which allowed us to collaborate more effectively on task design management. This included a planning routine for the meeting schedule. We reached out to Stephen Knightly, who is a professional programmer and co founder of the famous company, ‘Ninja Kiwi’, about his opinion on our work. We were also able to engage with multiple teachers and student groups about potentially adopting the “SPRINT” project management method.

Modern Slavery Campaign

Amy Irvine

There are more slaves now than any time in human history, yet people across the world barely speak of the crisis that is modern slavery. I have a strong passion for social justice, and as our world becomes a global community I know that people should not be kept blind of this issue. My project aimed to grow awareness in the wider school community by organizing events across high schools throughout the Upper Harbour region, with the assistance of the non-governmental organisation Destiny Rescue. From here, I analysed the greater political situation for New Zealand’s laws on human trafficking, and how we enforce these international crime acts, to understand what the nation is doing against slavery and what could be done to end human trafficking.

App for ASHS

Cameron Palmer

I have been developing an iOS app for students at Albany Senior High School and their parents to use. After consulting with the community about what features they would want in an app I designed my development schedule to implement each feature in order of stakeholder preference. The app includes a customisable timetable and a dynamic exam calendar based on students’ subject choices, can remind students of upcoming events, help them manage their homework, and may even integrate with the school library. I am currently in the process of finishing and refining the app to meet my deadline of submitting it to Apple for approval and then releasing it on the App Store for the benefit of future generations of students and parents. My idea for this project sprang from the realisation that many other schools were releasing their own apps, yet ASHS had not done so. I saw an opportunity to apply my existing software development skills to creating something that could be useful to members of the community, even beyond my time here. Throughout this project I have developed skills and knowledge well beyond the classroom, mostly around app development, software design and programming. This project will be my legacy to ASHS.

2D Game Design

Cole Kolisnyk

The game that I have made is a challenging 2d, 8-bit adventure based game that is based around a chicken getting lost through different doors which the chicken (played by the player) is then forced to traverse through tough and unique obstacles each bringing a challenge in their own way. The main reason that I decided to make this game for my project is because I love to make games. Despite my doing other games before, this one was different as the 2d platformer was much more do-able as it allowed me to expand on ideas without having to worry about it being too difficult with the sprites and coding that it involved. The outcome that I achieved was a start screen, 3 playable levels, 1 bonus level and an ending level. Throughout this project I have learnt so much in terms of the Unity programme itself, sprite making and the language C#. During my project I was getting feedback from play testers on my game to see what they thought needed improvement. Each opinion helped make my game much more enjoyable for the player. An interesting thing is that this is the first game that I have completed fully. I am very pleased with my work output each week and the final the outcome.

LGBTQ+ Coming Out Book

Bailey Wilks

The LGBTQ+ world is constantly growing. This personal recount is the very real story of the 'coming out' of people in our society, including my own journey. These true stories demonstrate how we deal with the struggles of living within a sometimes cruel world, that prevents us from coming out of the closet. However, for us it is a sense of authenticity, finally being able to be who we want to be in this world. My motivation for writing and putting together this recount is to tell the world about the struggles associated with LGBTQ+ and to increase awareness on this topic. The most interesting part of this project would be looking at the physical book, opposed to the board of portraits. This engaged with the community because I got others involved to help spread the word and hopefully it will make some difference.

Frame by Frame Animation – The Life of a Cat

Kaylee Maguire

This short animation is of the antics of a cat after it finds and chases a rather large pigeon. I decided to do this project because I have always aspired to become an animator, and I really wanted to get the feel of what the industry is going to be like and create something of my own at the same time. Although this animation is short, I have put a lot of time and effort into making this animation a reality. The planning, writing, storyboarding, animating and editing have all been a long and challenging processes and I had to realise that some ideas worked while others didn't. There were things I had to cut, scenes that would have taken too long to animate and other obstacles that arose during the project. However, I believe that all the work and toil was worth it, as now I have a short animation that I am proud to call my own. I engaged with the community by constantly asking for feedback. Audrey, an animation graduate from Yoobee School of Design, helped me by talking about how to make my storyboards more interesting and how to add more character while animating the movements of the cat and the pigeon. I probably wouldn't have an animation if it had not been for her help. Every single frame in this animation was drawn by me using my drawing tablet and Adobe Animate CC! Everything you see in the film had to first be thought of and sketched to make an actual drawing. My hopes for this project is that I have made something that people will find funny, creative, and hopefully bring a smile to their face.

Shakespeare Costume Design

Violet Liu and Stella Jung

As part of our project we joined a national costume design competition, in which we were awarded 3rd equal. For our product we designed costumes for some of Shakespeare's most beloved characters including Ophelia and Ariel and flew to Wellington for the judging of the National Sheila Winn Shakespeare Festival held in the St James Theatre. The design competition was a very good experience to have because costume designing is both of our passions, and is a possible career choice for us in the future. Overall, it was such an amazing experience to have, and we hope to do just as well, if not better, in our following Impact Projects.

For Puriri:

Soap Making

Min Xin Li and Eric Li

Our goal was to develop our understanding of organic chemistry by investigating the production of soap. Our mentor was able to support us with some initial ideas for the method which helped refine our goals for our research. We wanted to produce bars of soap, so we had to investigate how to add colour and smell as well as how best to produce the soap. With our research to guide us we developed a method to trial. One of our stakeholders- the lab technician, helped us with the practical aspect of the Impact Project as well as supporting us to brainstorm solutions to issues that developed. After several trials we produced a product with an appealing smell and colour. We were also very pleased with how it lathered up nicely when used to wash hands. Currently we are still trying to improve the final texture as a high moisture content is making the product slightly brittle. Our understanding of how to work scientifically has been improved through combining research techniques with practical observations. Another enjoyable outcome has been development of our ability to communicate in a science context.

Rockets

Ian Lee and Murphy Stevens

Our goal was to build a rocket that would travel 5km into the air. This was a very technically challenging project and while trialling our designs we had to be conscious of our personal and public safety. The different aspects of the design that were modified during our process were: fuses, launchpad, fuels and rocket shape. We were careful during the research phase to consider safety concerns and also materials that would help us achieve our goal. Each aspect was trialled experimentally and this led to huge jumps in our learning and understanding. One highlight was researching and making long lasting fuses which we realised were necessary to safely test our rocket. We were able to launch 3 different rocket designs, one was made by joining tin cans together and the other 2 were much more streamlined as they used a single PVC pipe as the body. While we didn't achieve our goal of 5km, we used our mentor to develop an understanding of level 2 Physics and kinematic equations to calculate a height of approximately 63.5m. We have also started a blog that budding rocketeers could use to develop their own understanding of projectile motion and rockets. This journey led to an improved understanding of what it means to work as a scientist, using a combination of research, scientific theories and trial and error through experimentation to develop solutions at every stage of the project.

Period Positive

Kelly Flatz, Paige McDonald, Stephanie Oliver and Jess Ward

Our Impact Project aim was to have sanitary dispensers installed in female bathrooms alongside campaigning to stop the taboo around periods. We surveyed 80 students in the school about periods, got 318 signatures on a petition, created a video about our surveys for the maths department and created a buzz feed type video by interviewing teachers and students. We gathered three quotes from different companies for the dispensers and proposed the idea to the Senior Leadership Team and the school nurse. The dispensers proposal was approved in principle, however the budget became a challenge. We overcame this by working hard on our campaign and we had an extremely successful stall on Matariki. Our Matariki stall was our proudest moment as we created an amazing stall by having the girls bathroom transformed into a period paradise including a tampon throwing game, a red room, costumes and period visual aids.

Prehistoric Timeline

Chen Cui

My Impact Project aimed to create a time-line model of prehistoric life on Earth, with detailed texts, images and models to recreate those amazing creatures that walked among us. This project also served the purpose of introducing more students to be more interested in palaeontology, the study of ancient animals and plants long before the existence of humans. My final product was a 2.5 metre long time-line with detailed image, texts and models. The base of the time-line is made of wrapping paper, The texts were all written by myself and printed from my documents. One of the reasons this Impact Project is successful is because it is unique. I'm the only student in the whole school that is doing something palaeontology related. Palaeontology has been my top passionate subject since I was 5. Throughout the years I've seen and read a lot of books and documentaries to have a decent knowledge of this subject and I was able to use this knowledge in the writing part of my project. Bringing in my own knowledge, being able to do research and visit Auckland Museum was made possible by Impact Project Wednesdays.

Training Renegade

Abigail Letham and Gabrielle Fletcher-De La Croix

The aim of our project was to photograph the training of a traumatized horse, named Renegade. We also began to learn about how to train horses. This project has been a success as Renegade has responded very well to his training. Gabby's skills as a trainer have improved and my photography skills and understanding of how to use a camera properly have greatly improved. Gabby now owns Renegade and she has successfully managed to have Renegade feed from her hand and has just recently been able to brush all tangles and dreadlocks out of his mane. He has allowed Gabby to brush all the way down to his shoulder when eating. We are both proud that Gabby was able to brush all of the dreadlocks out of Renegade hair as it meant that he was getting used to Gabby and me. He is now slowly becoming a normal horse. That is one of our proudest achievements.

Plastic Diet
Janusha Gunasekara

Plastic Diet is a youth organisation based in Auckland University, the main goal of plastic diet is to target plastic, and this year, I have been lucky enough to be part of their new internship course. Plastic diet is aiming to get a legislative ban on plastic microbeads this year, which are found in care products such as face soap and toothpaste and such. The internship was based on community engagement to empower and engage. During this internship I learned a lot of skills and also learned how much work running an actual campaign can be. It helped me build my own communication skills and knowledge of the environmental hazards that are actually going around the world. I've done multiple seminars on plastic and microbeads in general. I have attended meetings, learnt how to plan events and how to start general conversation with people going shopping about plastic and social disobedience. I'm going to Diocesan Primary school to talk about plastic. I am a moderator of a panel discussion called "A Future Without Microbeads". I think it has been successful as I have learned a lot about actually hosting a campaign and how hard it can be to gain a large engaging audience while getting a serious message across as you need a fine line between it being fully serious and fun. The main point of this project was to get people aware and talking to people about plastic microbeads and it was successful as I did go around and gather petitions for the legislative ban on plastic microbeads, which means I started conversations and got engagement.

From Kahikatea:

Seeds of Hope Exhibition
Shaun Hiscoe

This year for my final Impact Project I have been working with an organisation called SGI New Zealand who run the Seeds of Hope Exhibition locally and Internationally. We worked in collaboration with Birkenhead Primary School. I had the opportunity to spend time at Birkenhead Primary and taught and guided a group of young students about the environment, respect and sustainability to name a few topics. I also taught them a section on art and design. After being inspired by the entire project as well as all those I worked with, using the brief from the Birkenhead Primary school management team, I have produced a large display board. This will join the Seeds of Hope International Display Showcase so that more students can learn about the importance of these topics in their communities and internationally.

ASHS START Exhibition

Kelsey Cornthwaite and Mhairi Mackenzie Everitt

The inaugural ASHS Start Exhibition is an art exhibition for talented ASHS students in visual art, photography and design to display and sell their artworks. The purpose behind this exhibition was to create a platform for young artists who did not have the opportunities to present and show their amazing talent to become aware of what they could achieve as potential artists. We worked tirelessly on this project to empower these students, giving them confidence in their artistic ability, and enable them to become more involved in the art world in the future. We hope this exhibition will become a tradition at Senior High for years to come.

The Three Etcheteers

Anika Engelbrecht, Emily Pickavance and Cheyanne Figueroa

Our project is based around a form of art called etching which needs specific tools for scratching onto plastic surfaces to form grooves for the ink to flow into. The grooved plastic sheet would be rolled onto damp print paper which allows the ink that stayed in the grooves to be transported onto the paper, to create the preferred pattern. The reason we've all decided to do etching as our Impact Project is because we are all very passionate about art and we wanted to explore the wide area of etching and create something different.

Cooking Desserts

Andrea Liu

My project is about cooking desserts to get feedback and make some menus for other people to use. I am interested in this because I have a particular love of eating and cooking. I did not have the chance to learn different cooking methods in China. I chose cooking so that I can learn the many rules in cooking and for working in kitchens and learn how to use some complex kitchen utensils. I was also interested in the contrast between Chinese dim sum and Western-style desserts. This project will help me to guarantee that I will not be hungry and can provide for my family. It will help me to love life and improve the quality of eating. These will benefit me in the future because I can cook different meals when I live alone. And maybe I can be a chef in the future.

Light After Darkness

Alea Garrido, Britney Clemm, Jayden Singh and Kayleigh Waters

Our mural is a young girl reaching up high, she is blended with many tones of blue and we used blue because it represents stability. She has dark vines that wrap around both her legs and at this stage of the painting it represents darkness and how a depressed person may feel inside. As the paint gets lighter the outlook gets brighter. The bottom cage represents being trapped in your own self and depression. However the middle cage represents the process you go through when you want to get out of depression and move on. The top cage is much smaller than the bottom cage and the middle cage and it represents how you have worked your way up through depression and how you have broken free from your own cage and grown wings to fly. In previous plans we discussed painting a few butterflies flying around the girl's reaching hand. The purpose of this is because butterflies represent working through depression and self-harm and the process of it, however we are not sure if we will still do this. We are also going to strip lighting behind our girl figure to express the meaning of "Light After Darkness". We hope that from our Impact Project that people who have had trouble with depression or anxiety may have the courage to realise there is always a chance to break free from your own personal cages.

VANXSH Co

Ryan Singh

Vanxsh Co is a clothing line inspired by streetwear. I currently have two products, a Vanxsh Tee and a Vanxsh long sleeve. As I was raised around business minded people, I felt a particular connection with this project as it was to create and manage my business. The outcome of my project was positive. The project took place from semester 1 through to semester 2 and I developed a website, wrote up a business plan and created and designed two products. I also developed and gathered market research, scouted new suppliers and compared options with an equal interest. I have learnt many things such as communicating in a professional manner and those stated above. The business plan was where I did the majority of my learning by learning how to create certain graphs for the financial section. Vanxsh Co is a business which is targeting those who are active on the street. Our inspirations come from the minds and thoughts of people such as skateboarders, freerunners and graffiti artists. My products are sold as high quality. I use AS Colour T-shirts and long sleeves and the printing is screen printed for longer durability. This contributes to the 'quality product' pillar for Impact Projects.

Devastation

Kathryn Kortegast

My Impact Project is about editing the first novel in a series: Devastation. Devastation is a fantasy-fiction series that I started writing just after I turned fourteen, and I am now almost sixteen. The series is almost complete, with me continuing to write the fourth and final book (which is almost three-quarters finished) at the same time as I work on editing the first for my project. The main skills I learnt was time management and how to prioritize what needed to be worked on. I had to learn to get over the wall of wanting to keep parts in my story that didn't fit. Next time I would try to be more succinct with my writing and do a more elaborate plan before I begin writing. Blurb for the first book: The Return of the Court. Recurring history. Magic. Villains straight from the pages of age-old books, and villains completely unknown. Elizabeth Bayne, a ninth grade student of Merlin's Academy of the Arcane and descendant of the All Powerful Merlin Bayne himself, is stuck in a world she doesn't know with an unprofessional oddball professor and his drunken ferret. Why does this professor know so much about Earth? Why does he seem to have almost personal information on historical figures? Why, in the chaos of a prophecy, does he seem to be the only one to know what he is doing?

ASHS Phoenix Newspaper – Rising from the ASHS

Tiger Shao and Jason Hester

ASHS Phoenix is a student-led newspaper that is filled with information about all the events, sports and happenings around the school. The Phoenix newspaper originated in 2015 and continued into 2016. This semester the paper rose once again from the ASHS with a new make over and plenty of stories to keep everyone entertained. The paper continues to be maintained by one of the original members, Jason Hester, the Editor, and it's newest member Tiger Shao. Together as a partnership we completed the final copy for this year in record time, crowded with stories about student success and events within the school. It has been a pleasure working on this project, because we learned a lot about interviewing, photographing, meeting new students and most importantly working as a team, meeting deadlines and producing a quality product. Working alongside our mentor, Shirley Closey, who used her English skills to edit and read over our work. The reason we became involved in this project is because we both have a love of writing and reporting on the culture of our school, Albany Senior High.

From Tanekaha:

With a Splash of Love Recipe Book

Caitlin Woods, Sunny Lee and Abbie Bazeley

For our Impact Project this semester, we created a cookbook of recipes from the Fairview Retirement Village. We volunteered at the village and got to know the people, their stories and their recipes. After this amazing experience, we compiled all the narratives and cooking expertise that we gained and created a quality recipe book. We named it With A Splash of Love to capture the sense of joyful, nurturing history that our concept represented. Our reasons for doing this project involved believing that some of the old recipes are being lost through the generations of technology. We also believe the stories behind these recipes are not being appreciated enough and are being forgotten along the way. Our aim for making this cookbook was to cherish and preserve the valuable knowledge the older generation has to offer and to make sure their stories are remembered. This project was a success. We completed a quality product, and we learnt to collaborate, to be resilient and how to actively participate within our community. We worked together and refined our success criteria throughout the project and made sure that we met each milestone in time.

Passion with a Purpose – Bollywood Dance Competition- Fiji Donation

Jyoti Aryal and Parampara Koirala

The overall vision of our project was to help at least one school in Fiji affected by the Fiji Cyclone as we found out that some schools are still in the process of recovering and needed aid. We decided that even a small amount of money raised, would help those schools in need. We heard about High School Rockerz, an inter-secondary dance competition, where all participants are given a certain amount of money to compete so we entered our school with a team of 8. Competing in a dance is not just dancing. We developed a variety of skills such as communication, marketing, time management, choreographing, leadership and most importantly teamwork. We involved the ASHS community by inviting families, friends and teachers to support us at the event. Now we are engaging with a community outside NZ and working with two schools in Fiji and providing them with furniture and teaching resources.

Door Art

Jack Green, Caleb Wendt, Hamish Mohammed and Cody Wadham-Burke

Our Impact Project during the first semester of 2016 was an art based project revolving around a wooden door. We wanted to create a piece of art that would be memorable and make people think as well as including a social meaning into it. We brainstormed various ideas and came up with the idea of a literal door with a quote spray painted inside it. Our final product ended up being a door with a red and black painted pattern on the front. When you open it up, inside there is a quote saying "If opportunity doesn't knock, build a door" painted inside it. We believe this quote relates to our school because the door represents the school that leads us to our future opportunities.

Witness the Unstoppable
Celina Morales-Flores

For my Impact Project this year I wanted to find out what makes a great surf lifesaving "Ironman" or "Ironwoman". When I mention the word 'Ironman' a lot of people think of the swim / bike run, but my version, the NutriGrain series, is totally different as it involves a run, swim, run, board, run, ski and finally another run. I decided to do this project because it is something I am very passionate about. During this Impact Project I was fortunate to meet some Ironman athletes such as Shannon Eckstein (9 x Kellogg's Ironman Series Champion 8 x Australian Ironman Champion 5 x World Ironman Champion), Jordan Mercer (6 x Molokai Oahu Paddleboard Champion and Current Surf Iron Woman Series Champion) Devon Halligan (NZ Black Fins) Wes Berg (Retired Nutri Grain series Ironman). I am passionate about surf life saving yet I only got into the sporting side of it recently. Through this project I have learnt about diets, training and the importance of doing something that I enjoy.

Endurance
Petria Haigh

I have been part of the Auckland Woodhill Endurance Club for almost 7 years so for my Impact Project I decided to create a video of past ride photos for the Club. The committee of the club decided to promote the video by posting it on the Auckland Endurance Facebook page and the New Zealand Facebook page. Furthermore during my Impact Project I have also helped with creating the new club t-shirt and having an American endurance rider come over to ride our family horses. I was able to gather new design skills. For the first part of semester one I designed horse head logos, edited photos and created video with music. The outcome of my project was to promote my club by creating a video as well as inviting a renowned American rider to enhance the profile of horse riding.

Children's Clothes Photoshoot and Children's Accessories
Georgia Southon

My project was working with a local store called LizzyLove. LizzyLove stocks a range of gorgeous clothes and accessories for girls but for the aim of this project I worked specifically with their dresses. I got a group of kids together ranging from 1 year olds through to 13 year olds. I then set up a photoshoot, and took photos of the kids in the outfits. Finally, I edited the photos and then uploaded onto the LizzyLove website for the public to view. I decided to do this particular project because I had an interest in photography but I didn't take it as a subject this year. Therefore I decided to do it as an Impact Project. I learnt many new things, such as the technical side of photography (lighting, editing and photoshopping), working with young children, working closely with a local business. I am proud of the final product, the photos. Their website contains quality images which helps their customers to have a better idea of what the clothing items look like.

Treasure Boxes for Women's Refuge
Bree Shaw, Tiffany Snyman and Sarah Corbett

For our Impact Project we created 'Treasure Boxes' for the children of Women's Refuge. The families that seek help with Women's Refuge often have nothing with them but the clothes on their backs, so we raised money to put together boxes with little treasures inside for the kids: bubbles, marbles, crayons and coloured pencils, games, colouring books, water bottles, and containers that can be used as school lunch boxes. We were interested in this project because we wanted to help the families in Women's Refuge, going through such a difficult and unsettled time; the kids especially need some joy and treasure in their lives. Our outcome for this project was to create 150 lunch boxes, a set for both 2-5 and 6-11 year olds. Our engagement with the community included working with Women's Refuge and with The Warehouse, engaging them through the sponsorship of goods. We enlisted further help and financial support by getting people to sponsor a box, which enabled them to take part in the project also. The most motivating thing about this project was when we found out just how many children are still in abusive homes and how little some of these families have. It was truly heart-warming to experience the generosity of the community as we sought to raise the funds for this project. Many people were happy to donate a little bit of money to help bring some treasure into the lives of these vulnerable children.

ASHS Artwork for "It's not IF you are bright, it's HOW you are bright"

Erin Makepeace, Rachel Murison and Tiana Williamson

ASHS mantra is "It's not IF you are bright, it's HOW you are bright". For our Impact Project we collaboratively decided on a design to display this quote within the school. We decided to challenge ourselves and delve into an area that we have very little experience in which is artwork. We have shaped strings of LED rope lights to spell out the word 'bright' which will contribute to the whole quotes' sentence. We have learnt many skills around budgeting, arranging meetings, self reflections, researching, group work and drafting concept ideas. We have also collaborated with our peers, stakeholders and many experts in art and building for display purposes. We are hoping that this design will be eye catching for students and help promote the vision of the school.

Bionic Arm

Simran Kaur, Venessa Williamson and Noor Hassan

Our aim was to 3D print a functioning bionic arm measuring from the elbows, capable of picking up light weighted objects and able to do 'normal' movements using nerve impulses detected from the muscles. Our interest was around understanding the challenges amputees face on a daily basis which led us to explore the power of prosthetics. We have yet to produce a final outcome, but we have learned a great deal about the processes involved with the circuiting, programming and printing of the arm. We also got to gain experience with external communities, i.e prosthetists from Auckland Limb Centre. We are looking forward to working with them to analyse the muscle movements that we will code for the prosthetic arm. With the technology advancing day by day, it is crucial for the young generation to explore and gain information on its usefulness and effectiveness that could provide a major contribution to the community learning! Although, this will only be a prototype, the knowledge and understanding will teach us and others about the evolution of 3D printing. It will create a greater impact on society, as it will motivate others in creating a 'DIY prosthetic,' which will help work within their financial capabilities and assist the growth of the child. A greater influence will be created through a scientific poster with step by step photographs from the project to help them reconstruct the prosthetic.

Craft Projects

Briana Harriman, Jean-Pierre Kellerman, Courtney Manica and Naomi Clarihew

We decided to create interesting DIY crafts. We created and documented crafts that either have calming effects or creating them can be therapeutic for people. In exploring different DIY crafts, we gained new knowledge and skills in creating the products. We learned how to work with the website that displayed them as well as learning better time management. We created a website and a whole range of products which were used by people in our school community, teachers, students and student services. We all learned how to do different things we didn't know about, like the creation of a website, the DIY products themselves, organising & creating the learning journeys and the purchasing of equipment.

Wave Pendulum

Neha John

The Wave pendulum is basically 23 uncoupled simple pendulums (or ball bearings in my case) of monotonically increasing lengths which dance together to produce visual waves and random motion. This project was inspired from my passion for science. I wanted to do something that was related to my subject as well as something that would really interest me and be fun to do. The progress that I have made with this project is actually unbelievable for me to even comprehend, as it's my first time building something from scratch. And as far as learning goes the whole experience was a new learning for me. From working in the wood workshop to fidgeting with the lengths of the pendulum. The most interesting part about my project is the "Pendulum Dance" which is really astounding, you will have to see it to understand what I'm talking about.

H\$ON Beat (Music Producing)

Patrick Park

My Impact Project is composing. I produce Hip Hop and RnB beats (Instrumental) for people who need a beat to record their own voice to make full songs. I did the recording myself as well but my focus is producing. I decided to take music for Impact Projects because I love music especially Hip Hop or Rnb part songs. I got interested when I was in Year 11 and I have done music on Impact Project for 3 years. I have done a lot of composing which made me even more interested in music. Initially, producing was not my career but all this changed as I decided to do music for my Impact Project. Funny to think, that I don't even take music as a subject! Being able to explore my future career has been amazing on Impact Wednesdays.

Teaching Science Classes at Upper Harbour Primary

Anamitra Nair

For my Impact Project I have been creating and providing resources for primary school teachers who may not have a strong science background to teach young students about science. During my project I visited primary schools and met with teachers to ask what resources they would like and how I can help them on various topics related to science. With that information in hand, I decided on my product that would be relevant and applicable to both teachers and students. I had the opportunity to test my product in the classroom by teaching students using my resources.

I got to experience the difficulties and the enjoyments of being a teacher, as well as enhancing my passion for science and hopefully sparking interest in the students as well. I was able to visit Upper Harbour Primary school and create and implement a lesson plan for their senior students, as well as promote interest in the subject of science. I was able to provide students with the opportunity to go in depth in science topics, and the teachers valued having new resources to use for leading students into the topic. My Impact Project has been a great learning experience for me. Aside from being able to experience a classroom from a teacher's perspective, the idea that I had influenced students' perspectives on the topic of science made me feel like I had really made a difference in the community.

For GATEWAY:

Puhoi Honey

Sam Smith

I was able to get in contact with a local beekeeper who owns Puhoi honey and every Wednesdays me and 3 other beekeepers would spend our day visiting apiaries and completing a large variety of hive management tasks. I am considering a future career in beekeeping and thought this would be a great way to get an idea of the industry on a commercial scale. My knowledge of all aspects of beekeeping improved immensely through this experience. I enjoyed being able to work in a physical-outdoor environment .

Corfield Holdings Ltd

Corbin Howard

From my experience during GATEWAY it's shown me what kind of work is on offer to me in the future after leaving school. It also taught me good work ethics as I always had to be constantly working hard to finish the tasks and meet my required deadlines by the end of each day. Building and apprenticeships are a good way of learning new skills or trades that are also in high demand within New Zealand at the moment with the housing crisis.

Physio by Design

Sharon Lai

My Impact Project was to gain practical experience at a physiotherapy clinic. I wanted to do this project as I was interested in physiotherapy. I am interested in this industry as I have had my fair share of injuries before, and physiotherapy helped me recover. I have always been interested in this field especially with my parents also being in the medical field. With personal experiences in the industry as a patient, I wanted to gain a better understanding of the industry and see if it is a field that I want to explore further in the future. This placement overall was very interesting and allowed me to both learn new skills and to have a hands on experience in the physiotherapy industry. I saw a large range of treatments for different injuries in different situations. Now that I have completed this placement I found that I am more passionate about physiotherapy than ever before. The positive experiences I had on this placement encourages me to continue to explore this industry and study this in University.

International Travel College / Fat Camel Backpackers

Sian Irvine

For my Impact Project I decided to organise myself my own GATEWAY placement and get a good insight into the tourism industry as that is where I would like to go with my future career. I managed to get in contact with ITC the International Travel College of New Zealand where I organised a day where I went into the school and sat in one of their classes to get a feel of what the school could offer me. I really enjoyed sitting in the class and it helped me realise that this was the school I would like to go to. After my day in the travel college I went to Nomads Fat Camel Backpackers, This was a placement that the students at ITC go to during their study. I was given the opportunity to do a 10 week placement at Nomads. Although I was unsure of working in this side of the tourism industry. With the help of the friendly staff I soon managed to really embrace this work experience. I was very pleased with myself for organising this. I learnt so much about organisation and time management along with being able to meet new people. I now know where I would like to go with my career path and it's definitely in the way of tourism.

Albany Florist
Kayla Woodhouse

For my GATEWAY, I had the opportunity to work at Albany Florist. I learnt to make bouquets and other floral art. It was a unique experience for me to do as floristry was something I have always been interested in but never had the chance to fully experience, until now. I thoroughly enjoyed my time there and appreciated working with the amazing staff. I enjoyed learning something really interesting and all the new skills.

Altura Coffee Co - Albany
Italo Woodhouse

My journey while doing GATEWAY at Albany Senior has been very successful. The reason why I chose to take hospitality as my GATEWAY is because I knew I would learn some very useful skill for the future. I intend going to university so by doing this GATEWAY program I thought it would help me to get part time jobs related to hospitality. By completing my GATEWAY program I have gained many new skills such as carrying three plates or delivering three coffees at a time. The most important skill I gained was to confidently communicate with customer and develop a good relationship with the customer. I have enjoyed working at Altura Café alongside a truly awesome team.

Paper Moon Cafe - Albany
Mikayla Bourne

Every Wednesday for the past 13 weeks I have been working at Paper Moon Cafe in Albany Mall. I decided to do a GATEWAY in hospitality as I was looking at getting experience to help me get a part time job in a Cafe. I feel it has been a successful GATEWAY for me as I have gained lots of experience and I have also been offered a Part time job. The most interesting thing for me about doing GATEWAY is getting a look at what happens behind the scenes in hospitality.

Bays Vet Clinic
Aimie Sands

For my GATEWAY placement I was given the opportunity to work at Bays Vet Clinic. During my time there I got to observe and participate in the clinical practices. I got to experience what it's like working in a veterinary clinic. This was a great opportunity for me as I learnt more about the field that I otherwise would not have. It gave me a better understanding of what it's like to be a vet and helped me to decide that this is a career I would like to pursue. This also gave me the 80 hours work experience required when applying for the BVSc at Massey University. I thoroughly enjoyed my experience working at the clinic with the wonderful staff and the learning involved.

“Education is the kindling of a flame, not the filling of a vessel.”
– Socrates

To our community

From all of us at Albany Senior High School, we would like to take this opportunity to sincerely thank you all; our experts, stakeholders and businesses for the important part you have played in our students’ success. Our students’ learning has been richer and deeper because of your willingness to be involved. You have generously given us your time, insights and knowledge. This has helped grow our students’ unique gifts and talents in a way that allows them to be connected to our community and make a difference in the world.

Thank you, again, for the part that you have played in allowing this to happen.

“No one is born a good citizen; no nation is born a democracy. Rather, both are processes that continue to evolve over a lifetime. Young people must be included from birth. A society that cuts off from its youth severs its lifeline.”
Kofi Annan

Excellence Evening Displays

In 3A Totara

You will find Totara and Rewarewa displays

In 3B Kauri

You will find Kauri and Karaka displays

In 4A Kahikatea

You will find Kahikatea and Tanekaha displays

In 4B Miro

You will find Miro and Puriri displays

