

To solve big problems with STEM, you need diverse thinkers and do-ers with lots of different skills and interests.

Take this quiz to find out which STEM role suits your skills and interest best!

Write down the letter that matches your answer on a separate piece of paper. Then, add together the total amount of each letter you chose to find out your STEM role.



What class do you look forward to?

What do you like doing on the weekend?

Which word describes you best?

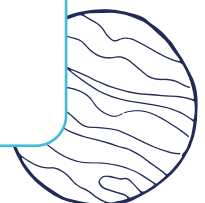
Which project would you like to work on?

You've run into a problem that needs solving. What do you do first?

Which one of these is your spirit animal?

If you could change one thing in the world, what would it be?

What's your 'Most Likely'?



Your STEM role:

If you got mostly As:

Science:

You're naturally curious and enjoy understanding the world around you. You use your patience and determination to find the best solutions to some of the world's biggest problems.

If you got mostly Bs:

Technology:

You're a born leader with a creative mind and awesome communication skills. You'll be creating things that other people have never even dreamed of. A real-life magician.

If you got mostly Cs:

Engineering:

Thinking outside the box is how you roll. A natural problem-solver and team player, you'll imagine solutions that will change the world for the better – and make heaps of friends along the way.

If you got mostly Ds:

Maths:

You're a whizz with spotting patterns and analysing the trickiest problems. Maths is a universal language which means you can explore the world with maths and visit some cool countries.

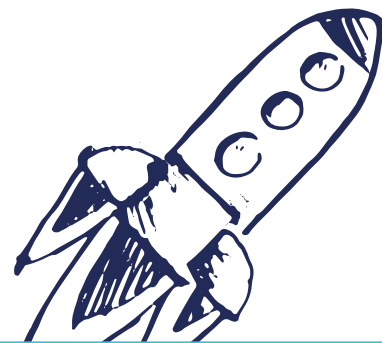
If you've got a mix of everything

It's your lucky day! A lot of STEM jobs use a mix of all these roles which means your skills could be used anywhere. You were born to work in STEM.

Use your quiz results to work out which roles you will play in the Rocket Challenge.

Form your crew of 3–6 classmates, come up with a crew name and give out roles to each member.

Each role is equally important. If you've got more than 3 in your crew, two people can share a role.



Launchpad (your school):

Crew name:

Chief Scientist:

Chief Engineer:

Safety Officer:

The **Chief Scientist** will measure and record the flights and help pump the air into the rocket.

The **Chief Engineer** will mount the rocket on the launcher and when ready, fire the rocket.

The **Safety Officer** will make sure everyone is at least 3 metres away from the launch site, and give the thumbs up to start the launch.

Mission Command

Kaiako:

Ambassador: