Toloa Secondary and Tertiary Scholarship
User-Guideline

Since 2015, the Ministry has been delivering the Toloa programme with the intent to create pathways to increase Pacific peoples' participation in Science, Technology, Engineering, Arts and Mathematics.

The Toloa Scholarships aim to inspire and support Pacific students in their engagement with STEAM: Science, Technology, Engineering, Arts and Maths.

We acknowledge there are different interpretations and understandings of defining 'A' in STEAM, it's important to note that the Ministry for Pacific Peoples offers a unique perspective when defining 'A' in STEAM, which is presented through a Pacific perspective.

Defining 'A' in STEAM through a Pacific lens

- The incorporation of 'A' reflects the blending of Pacific arts, knowledge, and creative approaches with scientific knowledge in technical contexts.
- 'A' in STEAM encapsulates Pacific cultural knowledge and expresses creativity and its connection to Science, Technology, Engineering and Mathematics.
- 'A' is the intertwining and weaving together of Pacific creativity and traditions with the exploration of the natural world across different subjects. It's also about nurturing and growing your creative skills along your STEAM journey.

Secondary Scholarship Details

Number of Scholarships: 240 Secondary Scholarships

Scholarship Value: The Toloa Secondary School Scholarship package includes both monetary and non-monetary components.

Monetary: $1,000 excl. GST towards school fees, uniform, and stationery or appropriate STEAM activities.

An invoice from your school will be required and funds will be paid directly to your secondary school to manage on your behalf. The school will be able to release your funds for study-related costs as agreed by the Toloa funding team, the Parent/ Caregiver, student, and the school.

Non-monetary: A digital device is provided by Ministry for Pacific Peoples. The device awarded as part of the scholarship package delivered to your school.

Duration: The Toloa Secondary Scholarship is for one year only.

Selection Process:

- Applications will be assessed and moderated by a selection committee.
- Shortlisted candidates may be invited for an interview.
- Selected candidates will be notified via email.

Tertiary Scholarship Details

Number of Scholarships: 50 Tertiary Scholarships

- Tertiary tuition fees, compulsory course-related fees up to the value of $10,000 for 1 year of fulltime study for STEAM-related courses and subjects.
- Toloa alumni programme – access to STEAM networks, mentors, employers.

An invoice from your Tertiary Provider will be required for your course of study, and funds will be paid directly to your tertiary provider.

Duration: The Toloa Secondary Scholarship is for one year only.

Selection Process:

- Applications will be assessed and moderated by a selection committee.
- Shortlisted applicants may be invited for an interview.
- Selected candidates will be notified via email.

Reporting:

All successful recipients (secondary and tertiary) will be required to submit a 6-month progress report and end of year report. They will also be expected to take part in end of year student survey.

Important Dates:

- ***Applications:*** Open Monday 2 October 2023 and Closes Monday 30 October 2023.
- Scholarship Recipients Announced: February 2024

Contact Information:

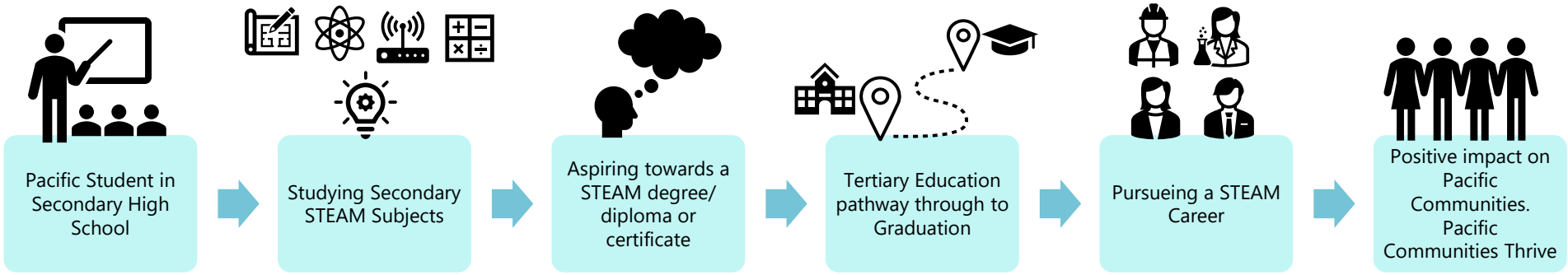
- For inquiries, please contact: toloa@mpp.govt.nz
- Website: https://www.mpp.govt.nz/funding/toloa-secondary-school-scholarships/

FAQ Link: https://www.mpp.govt.nz/funding/toloa-secondary-school-scholarships/

How to Apply: https://www.mpp.govt.nz/funding/toloa-secondary-school-scholarships/

Appendix

TOLOA STEAM Pathway



Potential STEAM Secondary school subjects:

Applicants can explore a wide range of STEAM subjects in Secondary, including but not limited to:

Physics: The study of matter, energy, and the fundamental laws governing the universe	**Chemistry:** Examining the composition, structure, properties, and changes of matter.	**Biology:** The study of living organisms, their functions, and interactions within ecosystems.	**Mathematics:** The foundation for scientific and technological problem-solving.
Computer Science: The science of algorithms, data structures, and programming.	**Environmental Science:** Investigating environmental issues, conservation, and sustainability.	**Geology:** The study of Earth's structure, composition, and processes.	**Astronomy:** Exploring celestial objects, stars, planets, and the cosmos.
Statistics: Analysing and interpreting data to make informed decisions.	**Engineering:** Applying scientific principles to design and create solutions to real-world problems.	**Technology:** The study of tools, machinery, and innovations that enhance human capabilities.	**Automation/ Robotics Electronics:** Designing, building, and programming robots for various applications

Design: (Graphic, Industrial, Fashion): Creating functional and aesthetically pleasing products and visuals. 	**Digital Media:** Producing digital content, including animation, video, and interactive media. 	**Music:** Exploring the art and science of sound, composition, and musical performance 	**Earth and Space Science:** It explores topics like geology, meteorology, astronomy, and planetary science. 
Algebra: Fundamental branch of mathematics that focuses on using symbols and letters to represent and solve real-world problems. 	**Agricultural and Horticultural Science:** It involves applying scientific principles to improve crop yields, sustainability, and environmental impact. 	**Calculus:** Focuses on understanding change and motion. Provides essential tools to analyse functions, rates of change, accumulation, solving complex problems in science, engineering & technology. 	**Design and Visual Communication:** Involves creating visual solutions, graphics, and multimedia to convey information and ideas. This interdisciplinary approach bridges the gap between art and technology. 
Sports Science: Involve aspects of anatomy and physiology 	**Geometry:** Explores the properties, shapes, sizes and dimensions of subjects and spaces. 	**Home Economics:** Study of Food Technology, Cooking and Nutrition. 	**Engineering:** Introduction to Engineering Principles. 

Potential STEAM Tertiary study options:

Availability of specific degrees and courses may vary among institutions, and the list below provides a general overview of the types of STEAM-related degrees and courses students can study in New Zealand.

Bachelor of Science (BSc): Majors in Physics, Chemistry, Biology, Computer Science, Mathematics, Environmental Science,	**Bachelor of Engineering (BE):** Specialisations in Civil Engineering, Electrical Engineering, Mechanical Engineering,	**Bachelor of Health Science (BHSc):** It focuses on population health and includes majors in health-related fields with scientific and technological components.	**Bachelor of Technology (BTech):** Focus on technology-related fields such as Information Technology, Electronics, and Network Engineering
Bachelor of Information Technology (BIT): Specializations in Software Development, Data Science, Cybersecurity	**Bachelor of Arts (BA):** Offers majors in subjects like Mathematics, statistics, and digital media.	**Bachelor of Aviation (BAv):** Develop a deep understanding of aviation principles, including aerodynamics, aircraft systems.	**Bachelor of Design (BDes):** Specialises in design, industrial design.
Bachelor of Music (BMus): Offers music-related studies including music technology and composition	**Bachelor of Commerce (BCom):** Includes majors like economics, finance, and information systems.	**Bachelor of Applied Science (BAppSc):** Covers applied sciences like agriculture, food technology, and biotechnology.	**Diploma in Design:** Focus on Graphic Design, or Animation

Diploma in Construction: Specialisations in Carpentry, Plumbing, or Quantity Surveying.	**Diploma in Applied Science:** Explore various scientific disciplines.	**Diploma in Engineering Technology:** Specialisations in Civil, Electrical, or Mechanical Engineering Technology	**Diploma in Information Technology:** Focus on IT-related areas like Networking, Software Development, and Cybersecurity
Diploma in Environmental Management: Study environmental science and sustainability	**Diploma in Film Production:** Study filmmaking and production.	**Diploma in Digital Marketing:** Learn about digital marketing strategies and techniques.	**Diploma in Culinary Arts:** Develop culinary skills and knowledge.
Diploma in Software Development: Gain expertise in software programming and development.	**Certificate in Health and Wellness:** Explore nutrition, fitness, and well-being.	**Certificate in Web Development:** Focus on website design and development	**Certificate in Data Analysis:** Develop skills in data analysis.
Certificate in Information Technology (IT): Focuses on IT fundamentals, networking, or software development.	**Certificate in Sound Engineering:** Focus on audio production and engineering.	**Certificate in Digital Marketing:** Teaches digital marketing strategies, SEO and online advertising.	**Certificate in Building and Construction:** Covers basic construction skills and safety.

Potential Career Pathways in STEAM:

Potential career pathways in STEAM, such as:

Audio and lighting technician or specialist: responsible for designing, operating, and maintaining the audio, lighting systems used in various live events, performance, and productions. 	**Educational psychologist:** Specialises in understanding and improving the succeed in school learning and emotional well-being of students. They assess and address educational developmental and behavioural challenges, providing support and strategies to help students 	**Virtual Reality/ Game Developer Analyst:** Assesses technical and user experience aspects, to provide insights and recommendations to enhance performance, gameplay, and overall quality of VR applications. 	**Environmental designer:** Plans and creates spaces and structures that are sustainable, functional, and aesthetically pleasing while considering environmental impact. 
Environmental Science: Working as an environmental scientist or conservationist, addressing ecological challenges. 	**Mathematics and Sciences:** Exploring roles in mathematics, physics, chemistry, or biology research. 	**Architectural:** urban planning design, landscape design, industrial design 	**Engineering and Technology:** Becoming an engineer, software developer, or robotics specialist. 

Digital Media: Exploring roles in animation, video game development, or film production. 	**Sound engineering**: Is responsible for setting up, operating, and maintaining audio equipment during events, performances, or recordings 	**Animation or Multimedia artist:** CGI, UX, UF, graphic design, visual/ communication (tech + arts) 	**Design:** Becoming a graphic designer, fashion designer, or industrial designer. 
Sound engineering: Is responsible for setting up, operating, and maintaining audio equipment during events, performances, or recordings. 	**Automotive designer:** Is responsible for creating the visual and functional aspects of vehicles, including their exterior and interior appearance, form, and aesthetics. 	**E-Sports:** Supporting Professional competitive gaming industry, including roles as a professional esports player, coach, commentator, event organiser, marketing etc. 	**AI Research Scientist:** Conducts AI research, develops algorithms, and advances AI technology. 
Robotics Engineer: Designs and builds robots and autonomous systems. 	**Machine Learning Engineer:** Develops and trains machine learning models. 	**AI Ethics Consultant:** Addresses ethical and responsible AI practices. 	**Natural Language Processing (NLP) Engineer:** Specialises in language-related AI applications 
Actuary: Assesses financial risks using mathematical models. 	**Cryptographer:** Develops secure encryption algorithms. 	**Quantitative Analyst (Quant):** Applies math to financial analysis. 	**Mathematician:** Conducts research and develops mathematical theories. 
Statistician: Analyses data and interprets statistics. 	**Chemist:** Investigates chemical properties and reactions. 	**Astronomer:** Explores celestial objects and the cosmos. 	**Ecologist:** Focuses on the relationships between organisms and their environment. 
Meteorologist: Analyses weather and climate patterns. 	**Neuroscientist:** Studies microorganisms and their effects. 	**Structural Engineer:** Designs and analyses structures like buildings and bridges. 	**Transportation Engineer:** Plans and develops transportation systems. 
Geotechnical Engineer: Focuses on soil and foundation engineering. 	**Water Resources Engineer:** Manages water-related projects like dams and irrigation. 	**Environmental Engineer:** Addresses environmental concerns and sustainability. 	**Surveyor:** Measures and maps land and construction sites. 
Pilot: Operates aircraft, ensuring safe take offs, landings, and navigation during flights. 	**Aircraft Engineer:** Is responsible for inspecting, repairing, and maintaining aircraft to ensure they are safe and in optimal working condition. 	**Aerospace Engineer:** Design and develops aircraft, spacecraft, and related systems. 	**Medical illustration or medical analyst:** Creates visual representations and diagrams to explain complex medical information, procedures, or anatomy. 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