

# ignite excellence

## BUSINESS AND ENTREPRENEURSHIP OPPORTUNITIES

No prior application process required. Students can simply sign up for the activities when advertised at the College.

### LEGAL STUDIES: YOUTH PARLIAMENT

Year 11 and/or 12 Legal Studies students are invited to participate in an Ignite Excellence opportunity at Queensland Parliament. The Legal Studies Youth Parliament is a competition where four (4) students are selected to prepare a one-minute speech. Some students debate a specifically drafted Bill covering youth issues and participate in that Bill's passage through the Legislative Assembly Chamber. Other students participate in an Adjournment Debate which they can speak about any issue within the jurisdiction of the Queensland Parliament. The Youth Parliament is a real-world experience that is chaired by the speaker of the Queensland Parliament along with other state members of Parliament.



### BUSINESS: QUT BLUESHIFT BUSINESS COMPETITION

Year 11 and/or 12 Business students are invited to participate in an Ignite Excellence opportunity at QUT. BlueShift is a business case competition for high school students, hosted by the the University. Participants compete in teams of three or four to analyse a business challenge and prepare a written solution to a real business case. Teams with the best submissions present their ideas to a panel of judges at the BlueShift finals held at QUT Gardens Point campus in Brisbane.

### ISPORTS

iSports, short for Innovations Sports, offers Year 7-9 students a unique competitive opportunity within Minecraft. iSports encourages teamwork and creativity as students collaborate in teams to tackle challenges using STEM skills and Design Thinking principles. Participants utilise their creativity and problem-solving abilities to devise innovative solutions within the virtual world of Minecraft. Through this experience, students not only hone their technical skills but also develop essential communication, critical thinking, and computational thinking abilities. By engaging in iSports, participants not only enhance their proficiency in Minecraft through gamification but also gain valuable real-world skills applicable across various domains. This initiative fosters a dynamic learning environment where students can explore, experiment, and push the boundaries of their imagination while simultaneously cultivating crucial skills for their academic and professional futures. Students meet weekly to complete mini challenges and have the opportunity to represent at inter-school competitions throughout the year.



### LEGAL STUDIES: MOOTING

Year 11 and/or 12 Legal Studies students are invited to participate in an Ignite Excellence opportunity to moot at a Queensland University. Mooting is a simulated court proceeding where student teams are presented with a legal problem which they are required to argue before a 'judge' or panel of 'judges'. Through their preparation and presentation of each case, students must show an understanding of the relevant law and how it should be applied in their client's case. A mooting team comprises of two 'barristers', one 'instructing solicitor' and 'researchers'. The barristers will have a speaking role during the competition rather than the non-speaking role of the instructing solicitor and researchers.

### LEGAL STUDIES: BOND UNIVERSITY HIGH SCHOOL MODEL UNITED NATIONS (BUHMUN) CONFERENCE

Year 10, 11 and/or 12 Business and Entrepreneurship students are invited to participate in an Ignite Excellence opportunity at BUHMUN. It is a two-day conference that challenges secondary students to embrace the role of a modern diplomat and represent a country's position in simulated international debates and immersive, exciting, and informative experience for students to learn about international relations.

### ESPORTS

The Grace Gamers eSports club offers an exciting opportunity for students in Years 7-12 to engage in competitive gaming. Participants have the chance to compete against schools across Australia in a diverse range of games and platforms. Beyond the thrill of competition, the club aims to cultivate essential 21st-century skills among its members. Through teamwork, strategic thinking, problem solving, and adaptability, students develop valuable abilities that are highly relevant in today's digital age. By immersing themselves in the world of eSports, participants not only refine their gaming prowess but also enhance their capacity to thrive in a fast-paced and interconnected world. The Grace Gamers eSports club provided a supportive and inclusive environment where students can harness their passion for gaming while simultaneously honing the skills necessary for success in both academic and professional endeavours. Students have the opportunity to represent the school at eSport competitions throughout the year.



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