



Frequently Asked Questions

Maker Projects: Community STEM Engagement grants 2020

Grants to foster creativity and inquiry-based learning and support the development of STEM skills in students and youth under 18 years of age

What does this grant support?

Maker Projects: Community STEM Engagement Grants fund projects that support collaboration between STEM organisations, STEM experts, schools and communities to deliver STEM-related activities and events to young Australians under 18 years of age.

What are the changes to the Maker Projects grant?

Maker Projects: Community STEM Engagement grants have replaced the Maker Projects Grants: Stream A and Stream B.

- Grants are competitive and merit-based, with a defined opening and closing application round.
- Maximum grant amounts and project duration have increased.
- Applications that focus on delivering activities to young Australians from priority equity groups will receive greater weighting during merit assessment.
- Applications may be made by a STEM-related organisation or an incorporated entity such as a university that operates in STEM fields or promotes STEM skills.

How much can I apply for?

The minimum grant amount is \$20,000 and the maximum grant amount is \$100,000 for eligible projects up to two years in duration.

Who can apply?

To be eligible you must:

- have an Australian Business Number (ABN)

and be one of the following entities:

- a company, incorporated in Australia
- an incorporated association
- an incorporated not for profit organisation
- a publicly funded research organisation (PFRO) as defined in section 14 of the guidelines.

What does STEM mean?

STEM refers to natural, physical and life sciences, including medical and health sciences, mathematics, engineering and technology-related disciplines.

What is a STEM-related organisation?

A STEM-related organisation is a business or an incorporated entity such as a university that operates in STEM fields or promotes STEM skills.

For the purposes of this grant, primary, secondary, and early childhood education providers including schools are not considered to be STEM-related organisations.

What activities are eligible?

Activities and projects must be designed to increase practical skills, creativity and entrepreneurial thinking through the delivery of hands-on STEM-related events and activities to youth under 18 years of age.

Eligible activities can include:

- Interactive workshops or exhibits
- Coding workshops Robotics design workshops
- Mathematic skills workshops
- Forensics workshops

- Interactive exhibitions
- Geoscience interactive exhibitions
- AR/VR hands-on exhibitions
- Hands-on classes
- Programming classes
- 3D fossil printing and palaeontology classes
- Digital design classes
- Astronomy workshops.
- Creation of resource packs for participants to support a sustainable impact of the activity.

Other activities may also be approved.

What does an expansion of business as usual (BAU) activities mean?

For your project to be eligible for a grant, an expansion of your business as usual (BAU) activities is required. This means that funding cannot support your usual day-to-day activities.

Demonstrating an expansion to BAU may include eligible activities that are:

- an expansion to the geographic location/s where you have not previously carried out your activities
- an expansion to the type of audience your activities are usually delivered to
- a new type of activity.

Why do I need a project partner?

By partnering with one or more community organisations, businesses, STEM experts and/or schools, projects can be tailored to the needs of the participating communities.

Collaboration allows participants to have the opportunity to engage with STEM experts, innovators, inventors or entrepreneurs, who they may not otherwise have been able to interact with.

You may wish to contact your [state or territory Inspiring Australia manager](#) or visit the [STARportal](#) to find out about STEM organisations and activities in your area.

Do I have to fund any of the activities myself?

Yes. The Maker Projects grant amount is up to 80% of eligible project costs.

If your application is successful, you will need to fund at least 20% of eligible project costs with cash and/or in-kind contributions.

Contact us

For more information, visit www.business.gov.au or call 13 28 46.