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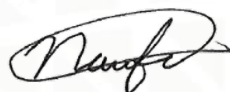
FOR IMMEDIATE RELEASE

BANK OF NAMIBIA AND MINDSIN ACTION SUCCESSFULLY HOST (STEAM) EXPO

1. In a bid to empower Namibia's youth with essential skills for the future, the Bank of Namibia, in collaboration with MindsInAction, hosted the STEAM Expo on 8TH March 2024, showcasing the remarkable talents and achievements of learners in participating schools. STEAM, which stands for Science, Technology, Engineering, Arts, and Mathematics, serves as a crucial tool in preparing students for the technological workforce.
2. This event marks the continuation of the Bank's successful STEAM initiative, started in 2023, demonstrating its dedication to advancing Namibia into a country that thrives on digital empowerment and knowledge. By fostering creativity and readiness for future technological breakthroughs, the Bank has been an advocate of STEAM education, through its Corporate Social and Responsibility Programme, to close the educational gap in the face of a swiftly changing digital world.
3. The Expo served as a venue for twenty (20) learners, selected based on the creativity of their projects, to display their innovative ideas and share the valuable insights gained from the STEAM programme, particularly emphasising collaborative problem-solving for community issues. Learners were tasked to create tech-based solutions for problems faced in Namibia across different industries. Among the various of solutions, participants pitched systems for detecting spoilt food, solar-powered vehicles, rhino tracking devices to curb poaching, air quality monitoring system to mitigate pollution, water purification stems, intelligent traffic systems, and systems for testing soil fertility.
4. A panel of expert judges recognised the top projects from participating schools, awarding first, second, and third places to:
 - Wennie du Plessis Secondary School - Air Monitoring System (N\$3,000.00),

- Nuuyoma Secondary School - Spoilt Food Detecting System (N\$2,000.00),
 - PK de Villiers Secondary School - Rhino Tracking Device (N\$1,000.00)
5. Beyond celebrating the students' accomplishments, the Expo served as a rallying call for other companies to support educational advancement and innovation especially the STEAM initiative. Ms. Leonie Dunn, Deputy Governor of the Bank, stated, "STEAM education is foundational for creating a society that is both digitally proficient and grounded in knowledge. The STEAM Expo not only highlights our students' successes but also underscores our ongoing commitment to nurturing innovation and excellence within education."
6. She further encouraged other corporates to participate and support the STEAM initiative to ensure a wider exposure of the programme to as many Namibian students as possible across all fourteen regions. "As Namibia prepares to become an industrialised nation by 20230, it is crucial to capacitate students with skills in robotics, automation, coding, 3D-printing IT electronics as well as machine tooling. These skills are vital aspects of the world's emerging robot economies, which can generate significant returns for developing countries like Namibia. These efforts will further assist the country in achieving its goals of ensuring that Namibia becomes a knowledge-based nation."
7. The programme has so far exposed more than 240 learners from the Omusati, Omaheke, Oshikoto, and !Karas regions. These areas are crucial for the advancement of modern industries. The programme is expected to reach additional regions nationwide, to further empower the youth with the knowledge and tools they need for the future.

Issued by:



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