

AMPERE

2024 - 2025

# ANNUAL REPORT

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## 1.1 LEADERSHIP/CEO REMARKS

I write this in April of 2025 after a year filled with events marking the largest evolution this company has ever undertaken.

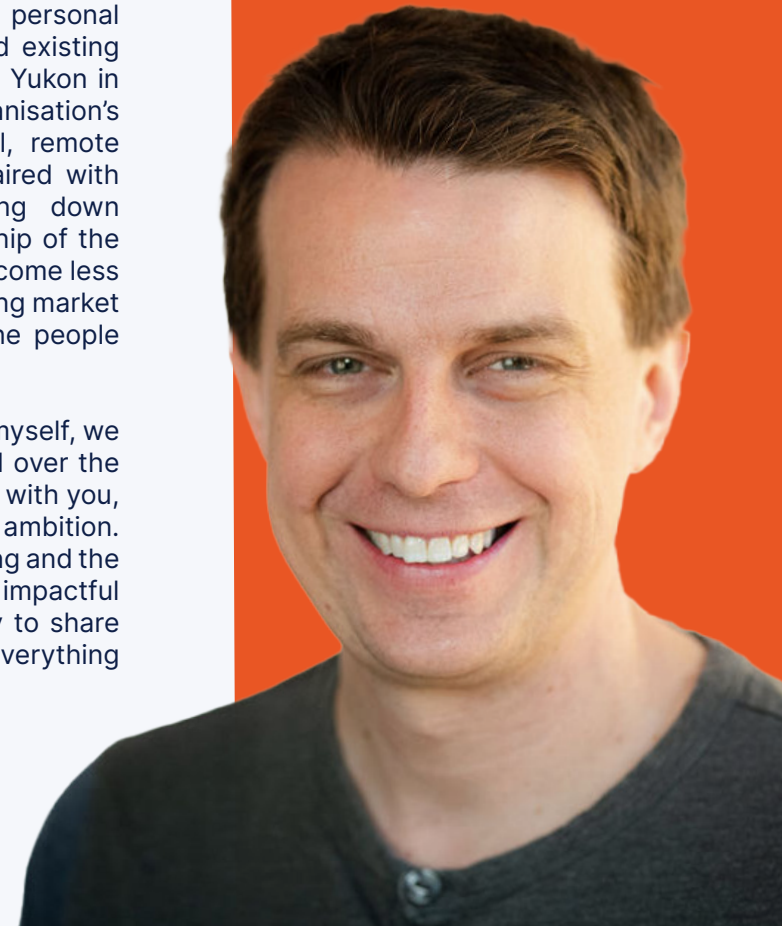
A three-year strategic plan has just wrapped up (in many ways, our first real Strategic Plan since our founding), in which we focused on pillars of - Sustainability, Connectivity, Applicability and Visibility. A new five-year strategic plan is about to launch, resulting from six months of consultation and conversations across the country with our partners, staff, and communities. This plan lays out what we've always known: that we are at our best when creating spaces of belonging. The last three years were head-spinning, wonderful experiences of growth and maturation. The next five promise to be our best yet.

Part of that growth and maturity has been coming into our own identity. This is the first annual report for an organisation named Ampere. In August 2024, we launched our new brand after four years of consultation and two false starts. Ampere is a call for us to focus on the symbol that defines our work in community, the Lifecycle. Advocacy, Mentorship, Productions, Education, Resources and Employment have been the defining capabilities of this organisation since its inception, and our commitment to our communities that we are here for the long haul. As you read through this annual report, you should see partners, projects and names that you've seen in previous years.

These are relationships that continue to grow as Ampere does. Relationships that I hope you still see at the end of our next Strategic Plan.

This past year also saw the opening of our new building at 12 Peel Street in Lindsay, and the acquisition of land for our new space down the Road to Nowhere in Iqaluit. Through the Katinnganiq Makerspace Project (Smart Cities), we supported the opening of six new Makerspaces across Nunavut. Through personal relationships we supported and opened existing and new spaces in Labrador, NWT, and Yukon in 2024/25. Sustainability is one of this organisation's core values and sustainability in rural, remote and Indigenous communities comes paired with infrastructure development. By putting down roots, and ensuring community ownership of the spaces we work out of, these spaces become less affected by the whims of an ever changing market and more malleable to the needs of the people who fill it.

With more than 100 staff members and myself, we are proud of the work we accomplished over the past year. As we share these milestones with you, we also look ahead with excitement and ambition. We are rooted in community and belonging and the year to come promises to be our most impactful yet. We are grateful for the opportunity to share this journey with you and excited for everything still to come.







## REBRAND & LIFECYCLE

Pinnguaq is now Ampere!

2024/25 was a big year for us. From moving offices to expanding education and employment programs, we also changed our operating name to Ampere.

“Pinnguaq” is the Inuktitut word for play, and it reflects our origins as a play-based, digital skills education organisation focused on Nunavut youth.

We’ve grown to become a STEAM education organisation with National partners, funders, and programming from coast to coast. We

work with youth and adults, businesses and job seekers, educators, and social change organisations to support people at every age and every stage of life. This new name reflects the heart of our organisation and the powerful impact you realize when you partner with us.

Today, we become Ampere, but we’ll always be dedicated to experimentation and play.

**We’ll always be Pinnguaq.**





## 1.2 RELOCATION - LINDSAY, ONTARIO

After extensive renovations throughout 2023 and into this fiscal year, Ampere's Lindsay staff officially moved into the newly renovated 12 Peel Street location on January 6, 2025. With over 13,500 square feet spread across three floors, the space is now fully operational and home to our newest Makerspace, representing a significant milestone in the continued growth of our organisation. The renovation not only reflects our evolving needs but also supports the delivery of innovative and community-centered programming.

Previously outdated and vacant, the building underwent a full-scale transformation to become an open-concept, accessible, and bright workplace. The redesign intentionally creates space for collaboration among departments and showcases Ampere's core activities, including the development of games, apps, and websites. One of the standout features of the space is the use of glass-walled offices, which allow

youth participating in programming to see work happening in real time; inspiring and sparking their curiosity about creative careers.

This ambitious project was made possible through the expertise of O'Neill and Carroll (Downeyville/Lindsay) and Home by Tim + Chris (Fenelon Falls), who oversaw all interior and exterior work. Just as crucial were the Ampere staff members who managed the transition. They organized, packed, and set up the space to ensure a smooth and successful move.

The transformation of 12 Peel Street signals Ampere's ongoing commitment to creating spaces of innovation, belonging, and inspiration and reminds us that the environments we build reflect the future we envision.

## LINDSAY MAKERSPACE

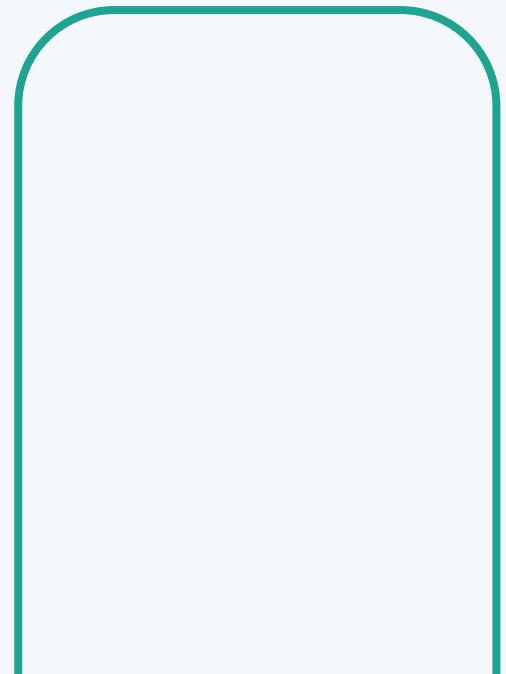
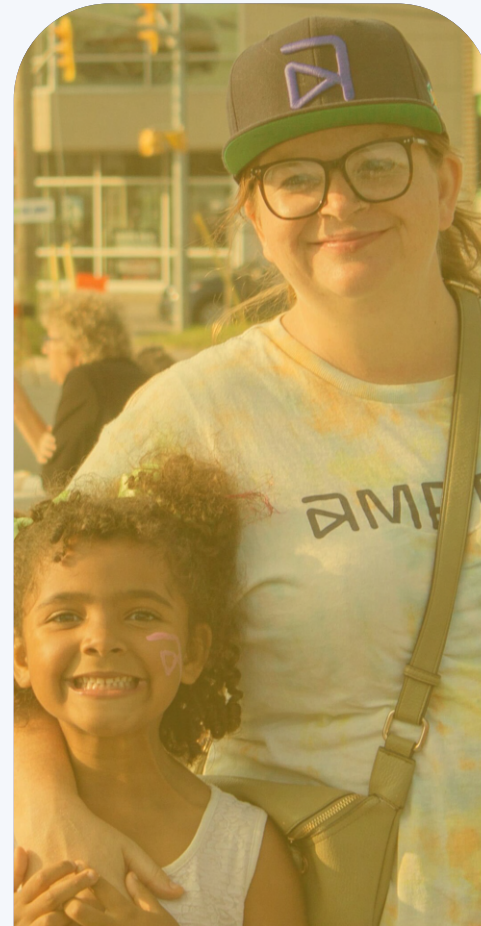
Compared to the Adelaide Street makerspace location that made public 650 square feet of space, the new space which occupies the bottom floor, makes public 4,500 square feet of room for children, youth, adults, and seniors to access affordable, accessible, and unique STEAM programming.

### SECOND AND THIRD FLOOR

With the full operations of the organisation now run from our Lindsay office, the second and third floors of the new space make use of 9,000 square feet to accommodate our growing staff. These floors include offices, workstations, meeting rooms, a boardroom, a full kitchen and kitchenette, and a dedicated recording and podcast studio.

### OUTDOOR LEARNING AREA

One of the biggest challenges with the old space was the lack of outdoor playspace for programming and combatting perceptions that STEAM activities have kids glued to a screen. Tucked between our office and our neighbour, the space provides us with opportunities for fun and science/engineering focused play during the spring, summer, and fall months.



## IDENTIFIED FUNDERS FOR RENOVATION/RELOCATION

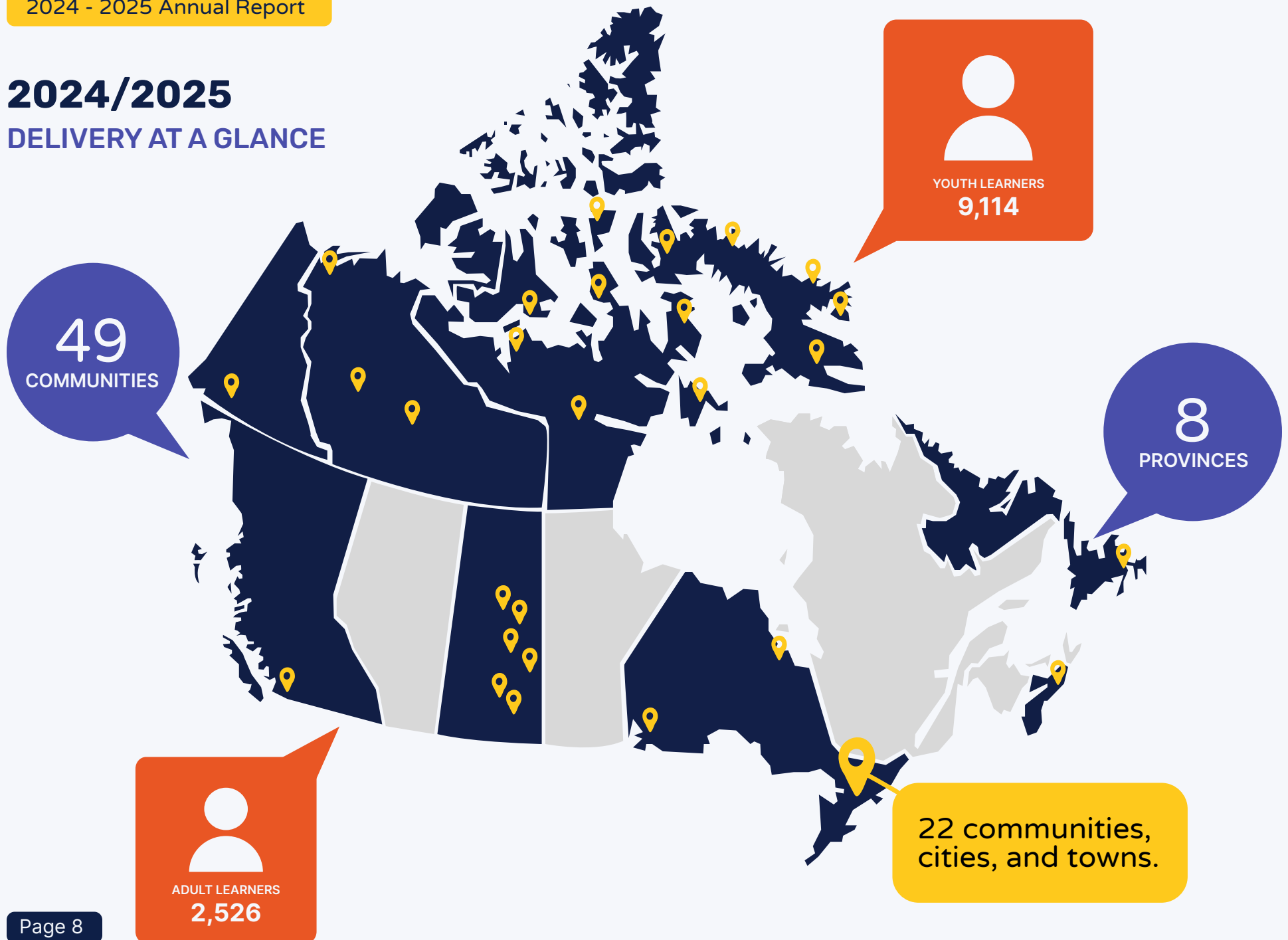
- › Ontario Trillium Foundation
- › Ontario Ministry of Agriculture, Food and Rural Economic Development program (RED)
- › Ontario Ministry of Labour, Immigration, Training and Skills Development
- › Employment and Social Development Canada (ESDC)
- › Federal Economic Development Agency
- › City of Kawartha Lakes
- › City of Kawartha Lakes Legacy C.H.E.S.T. Fund





## 2024/2025

### DELIVERY AT A GLANCE



## 2024/2025

### DELIVERY AT A GLANCE - CONTINUED



TOTAL LEARNERS  
**12,380**



EDUCATORS  
**740**



WORKSHOPS RAN  
**911**



IN-PERSON WORKSHOPS  
**462**



VIRTUAL WORKSHOPS  
**190**



UNIQUE CONTENT  
**276**



EMPLOYEES SUPPORTED  
**55**

FUNDING PROGRAMS  
**6**

TOTAL EMPLOYERS NETWORK  
**>400**



LAPTOPS DISTRIBUTED  
**793**

LAPTOPS REFURBISHED  
**807**

CELL PHONES DISTRIBUTED  
**300**



COMMUNITIES REACHED  
**28**

TOTAL TRIPS  
**20**

PROVINCES/TERRITORIES  
ON, BC, SK, NU, NWT, YT



## 1.3 EDUCATION

As our organisation grows, no other department has expanded its reach and impact like our delivery team. Over the past year, our education and program teams have worked tirelessly to deliver accessible, engaging, and community-driven learning opportunities across Nunavut and Southern Canada. From school board partnerships to workshops, we reached thousands of youth, educators, and community members with impactful programming.

STEAM School officially launched this year after months of collaboration and design, introducing students in Grades 4 to 6 to a wide possibilities of STEAM education in a learner-led, exploration-driven environment.

In Nunavut, our Community Delivery and Educator teams continued to provide culturally grounded and collaborative programming. Highlights included professional development for Nunavut Teacher Education Program instructors during Nunavut Arctic College's PD Week, STEAM and science-focused camps in Cambridge Bay and Iqaluit, and a trial of a

new online curriculum that helped adult learners build digital confidence and job-readiness. One participant, after being out of work due to surgery, completed the course, created their resume, and applied for a role at the local Elder's facility. They received a follow-up the same week!

This year also marked significant progress in how we support and evaluate our work. We also introduced two new employment-focused internships programs which together brought over 280 new placements for rural, remote, and underrepresented participants.



## PROGRAM HIGHLIGHT: GOVERNMENT OF NUNAVUT CURRICULUM DEVELOPMENT

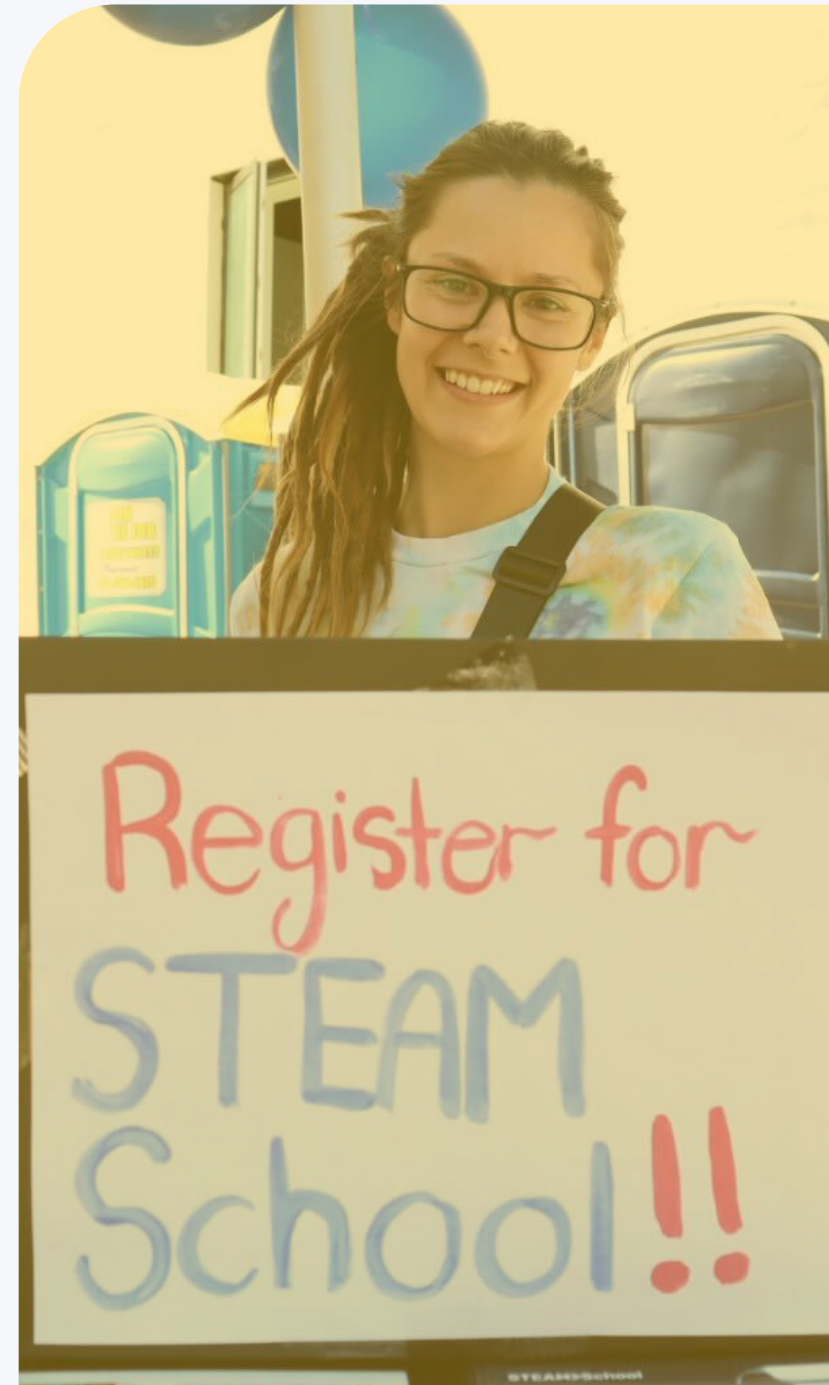
One of the most significant achievements of the past year was the development of curriculum materials for the Department of Education for the Government of Nunavut. Over several projects, our team undertook a comprehensive review of the Grade 1-3 Assessment Handbook draft while also contributing revisions to the broader Assessment Toolkit. At the same time, we began developing adaptable, weekly lesson plans and handbooks to support classroom teachers, drawing inspiration from successful models such as the Kindergarten Handbook.

A key focus of this work has been the creation of engaging learning experiences for Grades 3-9, equipping educators with the tools to guide students in becoming responsible digital citizens who are capable of navigating online disinformation and understanding the broader impacts of digital spaces on social cohesion and democracy. In partnership with language experts and community educators, we also drafted a new Inuktitut Language Arts curriculum for both 1st and 2nd language learners in Grades 7-9, alongside a four-book educational graphic novel series designed to strengthen literacy through culturally meaningful storytelling.

## PROGRAM HIGHLIGHT: STEAM SCHOOL LAUNCH

Launched in September 2024, STEAM School offers students in Grades 4 to 6 immersive, hands-on education in STEAM-related subjects. Operated by Ampere, the program emphasizes inquiry-based learning, allowing students to tackle real-world challenges, think critically, and unleash their creativity. Aligned with the Ontario curriculum, STEAM School provides students with access to advanced technologies including robotics, 3D printing, and coding tools, all within small class environments guided by trained educators.

The first cohort of 18 students marked an exciting milestone for Ampere, demonstrating the power of curiosity-driven learning to spark new passions and expand future possibilities. Their journey is a glimpse into the next generation of innovators, dreamers, and builders we are proud to support.



## DELIVERY FUNDERS



### GOVERNMENT

- › **Government of Canada**
  - › Innovation, Science, and Economic Development Canada (ISED)
  - › Canadian Northern Economic Development Agency
  - › Natural Resources Canada
  - › Transport Canada
  - › Employment and Social Development Canada
  - › Indigenous Services Canada
  - › Department of Canadian Heritage
  - › Canadian Internet Registration Authority
- › **Government of Nunavut**
  - › Department of Family Services
  - › Department of Culture and Heritage
  - › Department of Economic Development and Transportation
- › **Government of Ontario**
  - › Ministry of Seniors and Accessibility

### FOUNDATIONS

- › Bob and Vera Mark Charitable Foundation
- › 100 Women Who Care Kawartha Lakes
- › The McLean Foundation
- › Trottier Family Foundation
- › Rideau Hall Foundation

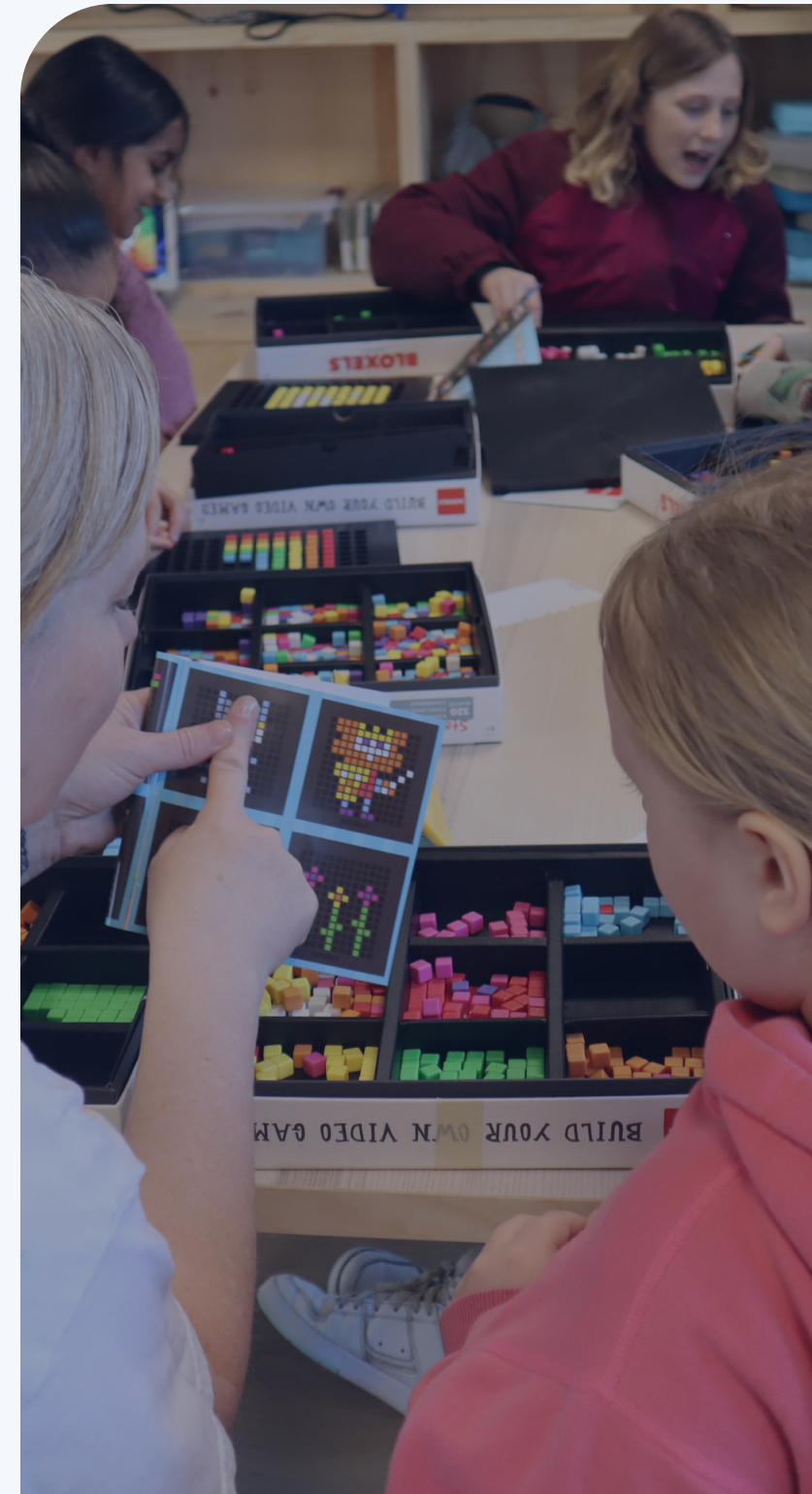
## 1.4 RESOURCES

After years of building long-term and tangible value that can serve communities long after our engagement and programming, we deploy resources whether large or small, tangible and intangible, specifically to serve rural, remote, and Indigenous communities. In 2024/25, this took shape as an expansion of Computers for Success Nunavut, becoming a stakeholder in Make Stuff Move to provide resources to classrooms in the Kavartha region, as well as four publications under the Root & STEM banner.

### COMPUTERS FOR SUCCESS NUNAVUT

Computers for Success Nunavut (CFSN) has continued to grow into a vital, community-rooted program since its launch in 2015. What began as a distribution and refurbishment initiative has evolved into a multifaceted effort that now spans training, sustainability, and development. In collaboration with hamlets and Arctic Coops, we expanded the e-waste pickup program and extended refurbishment operations beyond Iqaluit to include four additional Makerspaces across Nunavut. Following successful launches in Igloolik and Cambridge Bay, we worked with the Katinniganiq Makerspace Network to expand to Sanirajak and Pond Inlet. In 2024/25, the CFSN team refurbished 807 laptops and distributed 793 laptops and 300 cell phones across the territory, far surpassing our annual targets.

To support this growth and align with Ampere's lifecycle approach, we also onboarded five interns to help meet refurbishment goals and gain valuable hands-on experience. Although the national Computers for Schools (CFS) program is not formally active in Nunavut, we were able to leverage strong partnerships with organisations such as the Kakivak Association to support our interns in Iqaluit. Through this collaboration, Christopher Nuamah, Joseph Kanayuk-Driscoll, Noah Kanayuk-Driscoll, Josie Michael, and Isaiah Angutimarik gained skills in computer refurbishment and digital literacy.





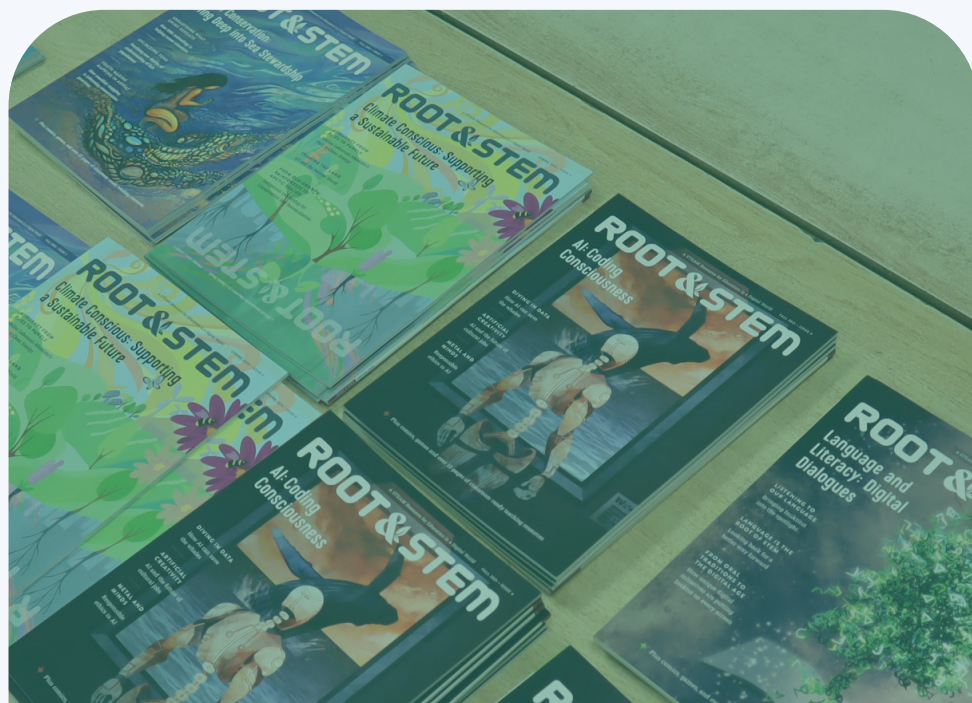
## MAKE STUFF MOVE

Since its founding in 2019 by Dan Kitchen and Jon Edwards, Make Stuff Move has been dedicated to delivering accessible STEM education through innovative tools like their patented “Servo Sock.” The partnership between Ampere and Make Stuff Move began later that same year and has continued to grow through shared values of creativity, accessibility, and hands-on learning. Together, we developed a range of individual and classroom kits, each accompanied by carefully designed lesson plans to support educators in bringing STEM learning into the classroom. Building on this successful collaboration over the last 4 years, 2024 marked a milestone as Ampere officially became a 25 percent partner in Make Stuff Move. This solidifies our shared commitment to expanding engaging, maker-focused education across the Kewarthis.

## ROOT & STEM MAGAZINE

The 2024/25 fiscal year was an exciting chapter for Root & STEM, following its nomination for Best Magazine: Special Interest at the 2023 National Magazine Awards. Building on that momentum, we released Issues #9 and #10, which explored themes of climate consciousness, sustainability, and the role of emerging technologies in shaping the next generation of innovators. Each issue featured in-depth stories aligned with its theme, as well as lesson plans and classroom-ready activities designed to support educators in bringing real-world STEAM topics into their teaching. To further enrich the experience, we provided access to curated digital kits that connected educators to the Root & STEM App and Podcast, along with companion shows The Science Behind and Scientists Who Inspire.

In addition to our regular issues, we produced two special editions: one focused on Grade 10 Computer Studies, and another on Digital Citizenship. The latter, funded by the Government of Nunavut’s Department of Education, was developed to equip educators with tools to guide students in becoming informed digital guardians. Curriculum-linked, the resource spans multiple Nunavut subject areas and is mapped directly to key learning outcomes.



## SPOTLIGHTS

### ISSUE #9

**Theme: Climate Conscious: Supporting A Sustainable Future**

This issue of Root & STEM explores the ways in which climate change is affecting animals, humans, and the environment in which we live. With a focus on sustainability and an understanding of the interconnectedness of ecosystems, biodiversity, and human activities, this issue aims to examine how humans can reverse the effects of climate change.

### ISSUE #10

**Theme: Tech Horizons: Innovating For Tomorrow**

This issue of Root & STEM explores the ways in which we can foster curiosity and problem-solving skills through cutting-edge technology, encouraging the next generation of innovators and creators. With a focus on robotics, coding, and digital technology, this issue aims to encompass the exploration, development, and utilization of technological innovations to create positive change.



### POWERED BY ROOT & STEM: GRADE 10 COMPUTER STUDIES

This special issue is designed to support delivery of the “Digital Technologies and Innovations in the Changing World” course. This issue is a free print and online resource that supports K-12 educators in teaching digital skills.

### POWERED BY ROOT & STEM: DIGITAL CITIZENSHIP

Digital Citizenship is a special issue under the Root & STEM magazine. This special issue is designed to equip Nunavut teachers with the tools and knowledge to empower their students as effective digital guardians. It focuses on addressing digital literacy, citizenship, cyberbullying, online safety, and misinformation.







## 1.5 MENTORSHIP

At Ampere, mentorship is a cornerstone of our lifecycle approach. One that is rooted in community-led sustainability and long-term capacity building. We believe mentorship is more than guidance; it's a powerful tool for amplifying voices, elevating projects, and creating opportunities that are mutually beneficial. Our programs are designed to ensure that participants not only gain new skills, but can also envision themselves in meaningful roles within the digital and STEAM sectors. Whether through internships, educator training, or initiatives, mentorship enables individuals to see a future for themselves, both within Ampere and beyond. This focus on mentorship ensures that our work is driven by community, grounded in lived experience, and designed to foster the next generation of leaders and innovators.

### HIGHLIGHT: Ihdzi'

Ihszi', meaning "heart" in Northern Tutchone, is a multi-use community space in Mayo, Yukon that officially opened in April 2024. Providing the community with a commercial kitchen, gathering room, and an artisan commercial space, the First Nation of Na Cho Nyak Dun and Yukon University have put the heart in their community. To support Ihdszi', a recipient of an Arctic Inspiration Award, Ampere provided in-kind mentorship to help the organisation with its governance and its day-to-day operations.

### HIGHLIGHT: YOUNG ENTREPRENEURS IN ACTION SHOWCASE

On May 1, 2024 Trillium Lakelands District School Board hosted their Young Entrepreneurs in Action Showcase whereby students participated in a Dragon's Den style event to pitch their business idea in five to seven minutes.

Ampere has built a strong relationship with the Trillium Lakelands District School Board (TLDSB) through the delivery of various educational programs. When the Board began organizing the event, they reached out to us to see if anyone from the team would be interested in speaking. Tanner Big Canoe was honoured to accept the invitation, drawing from his own entrepreneurial spirit and sharing insights on the Project Life Cycle and the journey of developing and implementing a product or idea.



**QUOTE:**

**“We have talented  
leaders in our  
communities already  
and we need to  
support them to  
create change.”**

- Tanner Big Canoe.

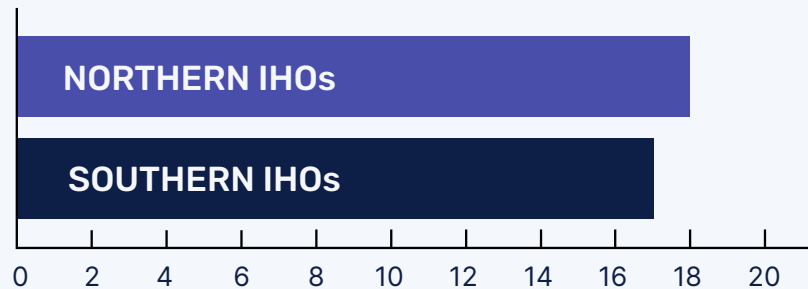


## 1.6 EMPLOYMENT

### DIGITAL SKILLS FOR YOUTH (DS4Y)

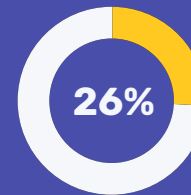
As in previous years, Ampere has been a delivery partner with the Department of Innovation, Science and Economic Development Canada (ISED) to deliver the Digital Skills for Youth (DS4Y) program. DS4Y is a federal internship program that helps underemployed youth gain digital skills and work experience at Intern Hosting organisations (IHOs) to help them reach their full potential in the new digital economy.

Provided **\$637,500** in direct training and wage support, allowing the organisation to facilitate **30 internships.**

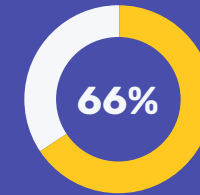


\*IHOs: Intern Hosting Organization

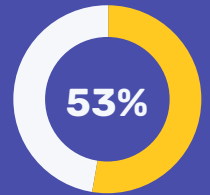
### DS4Y Intern Demographics



INDIGENOUS



FEMALE IDENTIFIED  
INTERNS HIRED



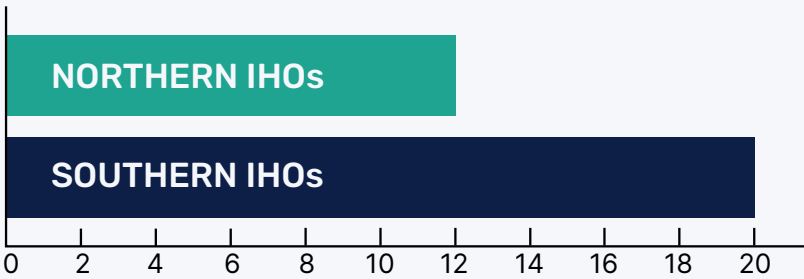
VISIBLE MINORITIES

DIGITAL SUPERCLUSTER: PATHWAYS  
IN RURAL, REMOTE, NORTHERN, AND  
INDIGENOUS COMMUNITIES

Launched on August 16, 2024, Building Employment Pathways in Rural, Remote, Northern, and Indigenous Communities is Ampere’s most recent initiative in partnership with the Digital Supercluster. This ambitious national project aims to provide accessible, low-cost, and short-cycle hybrid digital skills training and workforce development opportunities for up to 731 underserved job-seekers across Canada’s rural, remote, northern, and Indigenous communities. Scheduled for completion in November 2025, the project is designed to bridge the digital divide while supporting meaningful pathways to employment.

GREEN WORKS

GreenWorks is Ampere’s digital skills development and employment program designed to support both individuals and businesses working in or connected to Canada’s natural resources sector. Funded through the Green Jobs Initiative in partnership with Natural Resources Canada, the program focuses on equipping youth with the training and experience needed to launch or grow careers in green industries, while also supporting employers with wage subsidies and training support. Through GreenWorks, eligible youth between the ages of 15 and 30 can access paid internships and digital skills training tailored to the evolving demands of the natural resources sector. Interns may receive up to \$24,000 in support, or up to \$30,000 if they are Indigenous youth, youth living with disabilities, or youth from Northern and remote communities and employers can receive up to 75 percent of intern salaries and related costs.



\*IHOs: Intern Hosting Organization

Funding Distribution

NORTHERN	\$554,020.36
SOUTHERN	\$426,987.90



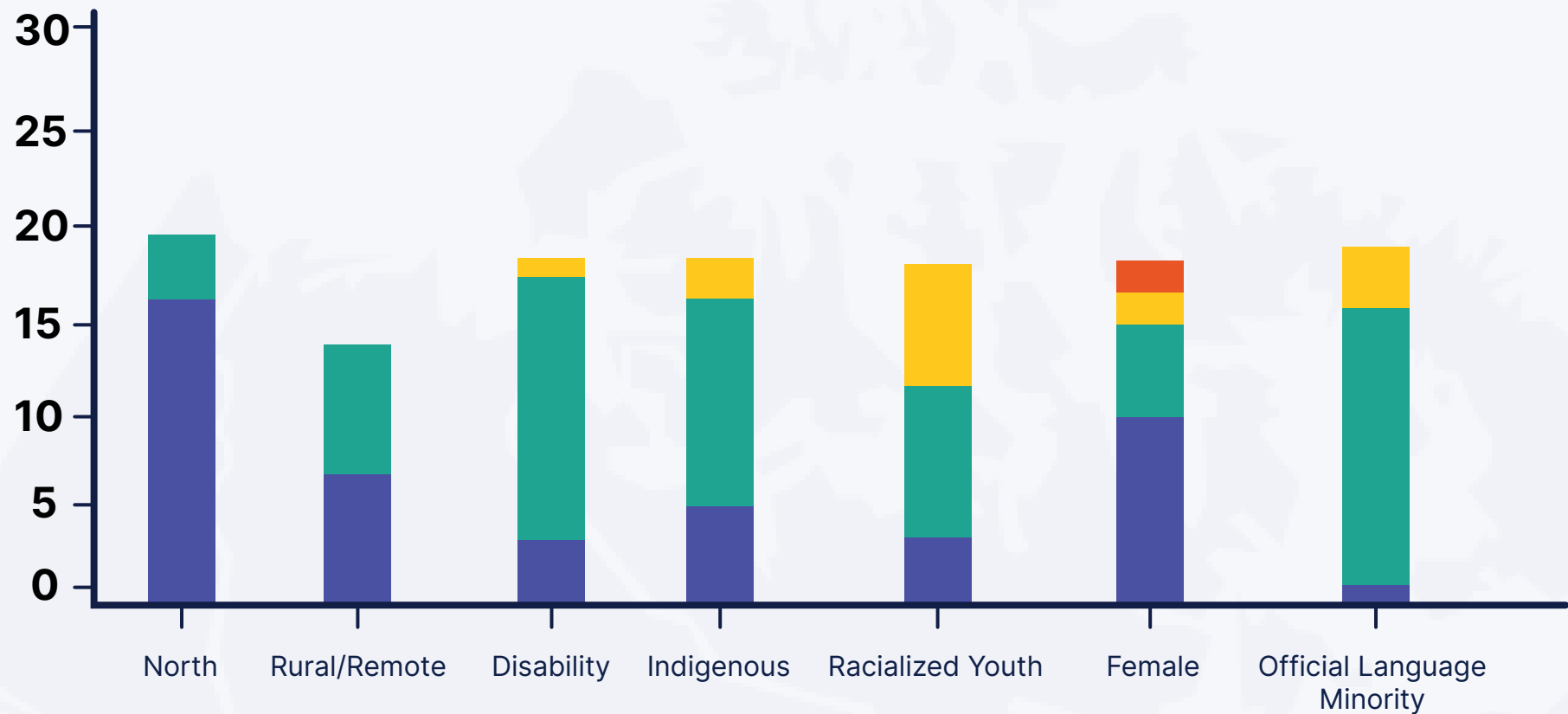
# of INTERNS

NORTHERN	SOUTHERN
17	27

## Green Works Northern Demographics

### Legend:

■ Yes ■ No ■ Declined ■ Non-Binary

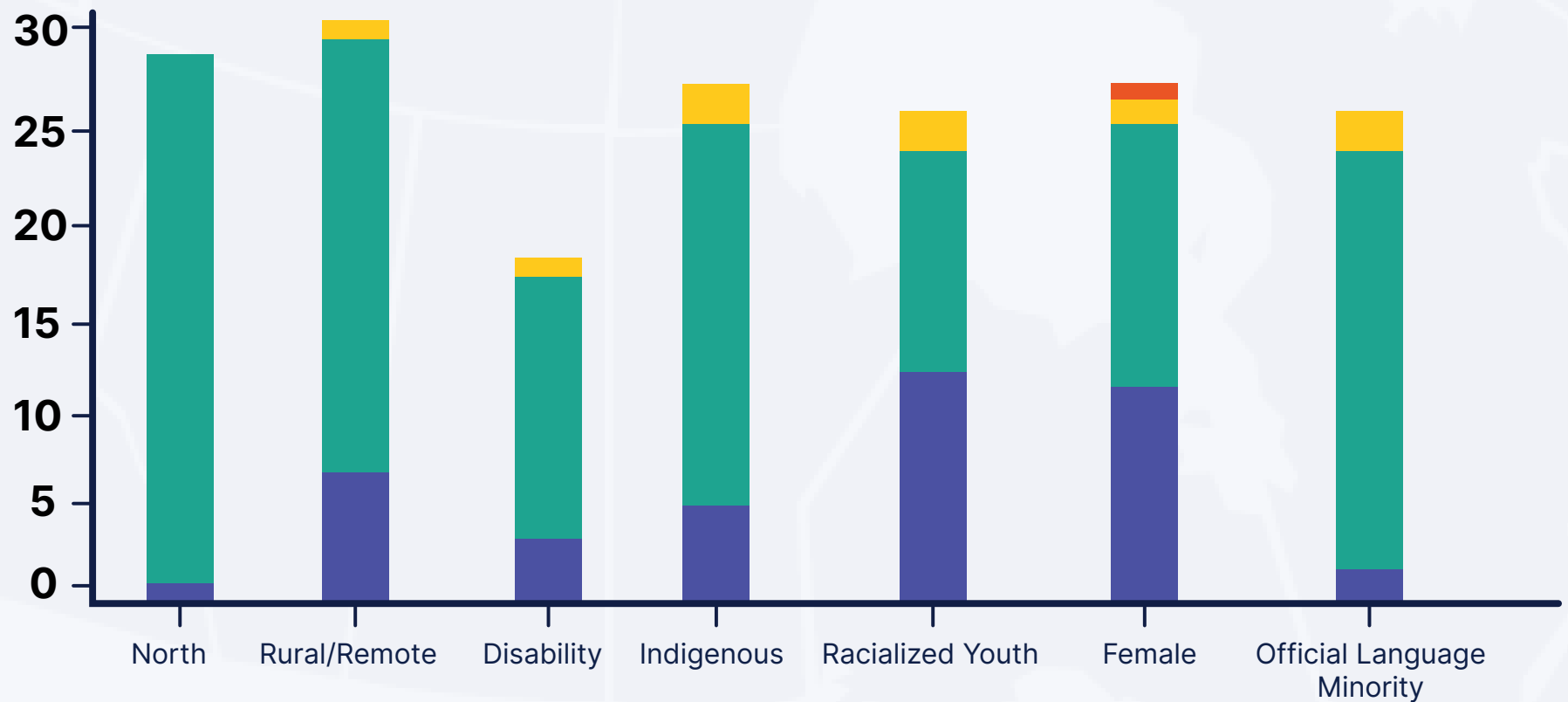




## Green Works Southern Demographics

### Legend:

Yes No Declined Non-Binary



## 1.7 PRODUCTIONS

Pinnguaq Studio is our in-house social enterprise dedicated to delivering best-in-class design and development services to governments, educators, not-for-profits, and community partners. What sets us apart is our commitment to co-design which is an approach rooted in collaboration, accessibility, and inclusion. Every project is built with and for the communities we serve, ensuring relevance, usability, and long-term social impact. Whether developing digital tools, interactive content, games, or curriculum-aligned resources, our work is grounded in community insight and driven by a shared vision of equitable access to technology and education.

By integrating co-design into every stage of our process, we ensure that the products we create, whether games, websites, apps, or education platforms, reflect the voice and talents of those who will use them. In doing so, we not only deliver high-quality digital solutions but also create real opportunities for skills development, career growth, and sustained community impact.

### HIGHLIGHT: TUTTARVIK

In 2024/25, Ampere, in collaboration with the Qikiqtani Inuit Association (QIA), developed and launched Tuttarvik; a mobile app that empowers users to create detailed digital profiles directly from their phones or tablets. These profiles include resumes that reflect a broad spectrum of skill which enables individuals to present their full range of abilities to prospective employers. Once a profile is complete, the app actively matches users with relevant job and training opportunities, sending real time notification. By centering Inuit experience and making space for culturally specific skillsets, Tuttarvik is a digital tool that supports community-driven employment pathways.



## HIGHLIGHT: i-THINK WEBSITE AND LMS

Ampere led the full redesign and redevelopment of the i-Think website, moving the platform from Squarespace to WordPress to provide greater flexibility, scalability, and functionality. After co-design sessions, the final site resulted in a modern, user-centered website that is not only visually appealing and accessible, but also reduces maintenance costs and increases functionality. i-Think appreciated the collaborative process and can use the site for their long-term impact and growth.



# I-Think



## 1.8 ADVOCACY

Advocacy is an important component of Ampere's Lifecycle approach, ensuring that the voices and needs of the communities we serve are both heard and addressed. By actively engaging in policy discussions, forming strategic partnerships, and promoting equitable access to STEAM education, Ampere works to dismantle barriers and create sustainable, community-led change. This commitment to advocacy amplifies our impact in the communities we serve.

We also launched our AI policy after careful consideration and development. With the constantly changing landscape with new AI tools every month, we have committed to incorporating teachings and learning about artificial intelligence into our delivery and continue to evolve our courses and modules as quickly as AI is evolving itself.





## QUOTE:

**“We recognize that artificial intelligence to create work would be in direct violation of the values of community-centred co-design and creativity. It would not serve to create a sustainable, long-term impact in rural, remote, and Indigenous communities in Canada, and robbing storytellers and artists of their livelihood would not be in the spirit of an equity-focused approach to community support.”**

- Ryan Oliver, CEO.





## HIGHLIGHT: ARCTIC INSPIRATION PRIZE

Ampere is proud to support the Arctic Inspiration Prize (AIP), contributing \$10,000 annually to its prize fund and participating on its Marketing Committee to help amplify the achievements of northern communities. Our role with AIP reflects our broader commitment to the initiative's guiding principle: "for the North, by the North, with unconditional support from the South." In addition to financial support, Ampere provided in 2024/25 in-kind mentorship to AIP winners such as Ihdzı', a community hub in Yukon, offering guidance on organisational operations and governance. Most recently, we contributed \$40,000 in operations funding to Ihdzı' to support staffing and programming. These collaborations showcase our dedication to community-led development and long-term partnerships across the North.



## HIGHLIGHT: LINDSAY & DISTRICT CHAMBER OF COMMERCE AWARDS GALA - WINNING THE DIVERSITY AND INCLUSION AWARD OF EXCELLENCE

We strive to create an environment where our team members feel a sense of belonging, as well as with and among other communities and organisations we partner with. In April 2024, we were honoured to receive the Diversity and Inclusion Excellence Award from the Lindsay and District Chamber of Commerce. This award honours a business in the City of Kawartha Lakes that has demonstrated exceptional leadership skills, innovation, efforts, and/or commitment to increasing equality, diversity, and inclusion.







## HIGHLIGHT: PARTNERSHIP WITH KAWARTHA LAKES PRIDE

After successful participation with Kawartha Lakes Pride's "Pride in the Park" event over the last few years, 2024/25 offered a deeper level of collaboration between our organisations. Starting in March 2025, Kawartha Lakes Pride will be using the Lindsay Makerspace to host a series of events year round in the space. The first event between the two organisations was successful with folks coming out from the Kawartha Lakes, Peterborough, and Durham Region.



## Our Vision

Vibrant, connected communities where everyone can achieve their full potential.

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## Our Mission

Working alongside rural, remote, Indigenous and other communities, we support the development of STEAM skills through innovative technology, art and play.

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## Our Values

Sustainability, Equity, Community-centred, Creativity.

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