PINNGUAQ

2023/2024

ANNUAL REPORT

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A Message from
OUR LEADERSHIP

In 2016, the te(a)ch program (the first iteration of our coding workshops delivered across Nunavut), was awarded the Arctic Inspiration Prize. It was a massive moment for this organisation, and a testament to the idea behind our work. What had started as a way to build computer science capacity in Pangnirtung, Nunavut, was suddenly accessible to all Nunavummiut. The prize allowed us to expand the te(a)ch program for the first time outside of Pangnirtung with sessions in Arviat, Iqaluit, Chesterfield Inlet, and Baker Lake. Within 365 days of winning the prize, we delivered te(a)ch in almost every community in Nunavut.The Arctic Inspiration Prize provided us the much-needed stability to refine and master our approach with te(a)ch and ensure it had the most significant impact on Nunavummiut.

Eight years from that point I still can't believe how much we've grown. What started as a program for Nunavummiut is now National, delivered to individuals in rural, remote and Indigenous communities across Canada. That moment in 2016 fueled the company we are today. The trust of the AIP committee in the vision we were expressing led us to heights we only dreamed possible. When someone trusts you, the places you can go are unlimited.

It's why we started to repay the 400,000 we were awarded in 2016 in February of this year. Slowly here at first, but over time our goal is to give it all back. To support in

whatever way we can to fund the Arctic Inspiration Prize and give back to the communities that made us who we are. We see this as an opportunity to create opportunity, and to support an initiative that's giving teams and organisations across the North the power to realise their potential, and their desired impact. There are very few funding opportunities in Canada that provide the flexibility and impact that the Arctic Inspiration Prize does.

The Pinngauq Association is so fortunate to be in the position we are. As this report will detail, in 2023/2024 we delivered our programming across more communities and to more individuals than ever before. We explored new software partnerships with individuals who are instant role models and mentors for the future of this industry. Our partners empowered us to distribute over $1 million in funding to other organisations, bringing programs like digital skills for youth and the Digital Supercluster to the communities that may otherwise never get access to it.

All of this is because years ago, someone trusted us. Someone trusted this vision and this idea and gave us the needed start. I'll personally be forever grateful to Arnold Witzig and Sima Sharifi, along with the AIP board that chose us in December 2016, in Winnipeg. We live in gratitude and with a hope that we can have some portion of the impact that trust built for us with the rest of our partners and communities across Canada.

Thank you;

EDUCATION

EDUCATION

This fiscal year saw us deliver a diverse range of digital skills and STEAM-focused learning opportunities across rural, remote, northern, and Indigenous communities, continuing our commitment to developing and delivering culturally relevant and community-driven education.

In the Kawartha Lakes region, our Lindsay Makerspace hosted a STEAM summer camp that delivered over 300 hours of programming to 84 learners. From hands-on experiments to creative design challenges, the camp encouraged curiosity and teamwork while building critical skills.

Outside of Ontario and Nunavut, in Newfoundland and Labrador, Pinnguaq partnered with techNL to deliver their High School Tech Immersion Program, reaching 35 participants over the course of six weeks. The two-week intensive bootcamp was developed in response to student surveys and focused on areas such as game development, coding, and digital design. Feedback from participants highlighted their engagement with the material, capacity building, and excitement for future tech careers within the province.

Other highlights from the year include Take Me Outside Day at Ken Reid Conservation Area, where 23 learners explored plant identification, predator-prey dynamics, and micro:bit navigation in a land-based learning experience. We also ran digital skills classes in Pangnirtung, Pixels in Motion animation workshops, Saturday programming in Iqaluit, and ongoing community-based classes throughout the year. All of this further strengthens our reach and reinforces our belief in learning that begins with curiosity and grows through hands-on experience.

2023/2024 PROGRAM HIGHLIGHTS →

2023/2024

PROGRAM HIGHLIGHTS

Health and Nutrition STEAM Program

With funding from the Canadian Space Agency, we also launched the Health and Nutrition STEAM Program in partnership with Nunabox. This ambitious initiative aimed to reach 1,000 youth across all 25 Nunavut communities with hands-on activities focused on growing nourishing plants in space and in Arctic conditions. Topics ranged from traditional food preservation to hydroponics and aquaponics, blending cultural knowledge with science and technology. The program was guided by extensive community consultations and co-designed with educators and youth to ensure cultural resonance and impact.

CANADIAN SPACE AGENCY
AGENCE SPATIALE CANADIENNE

PROGRAM HIGHLIGHTS

Digital Skilling and Workforce Development

As part of the Digital Skilling and Workforce Development program in collaboration with the Digital Technology Supercluster, we exceeded our target and supported 885 individuals with foundational digital literacy training delivered through in-person, virtual, and hybrid formats over two- to six-week programs. In addition to this, we supported 94 participants with functional digital training and eight- to twelve-week paid internships in digital industries. These learners also had access to three micro-credentials to further enhance their skills and job readiness.
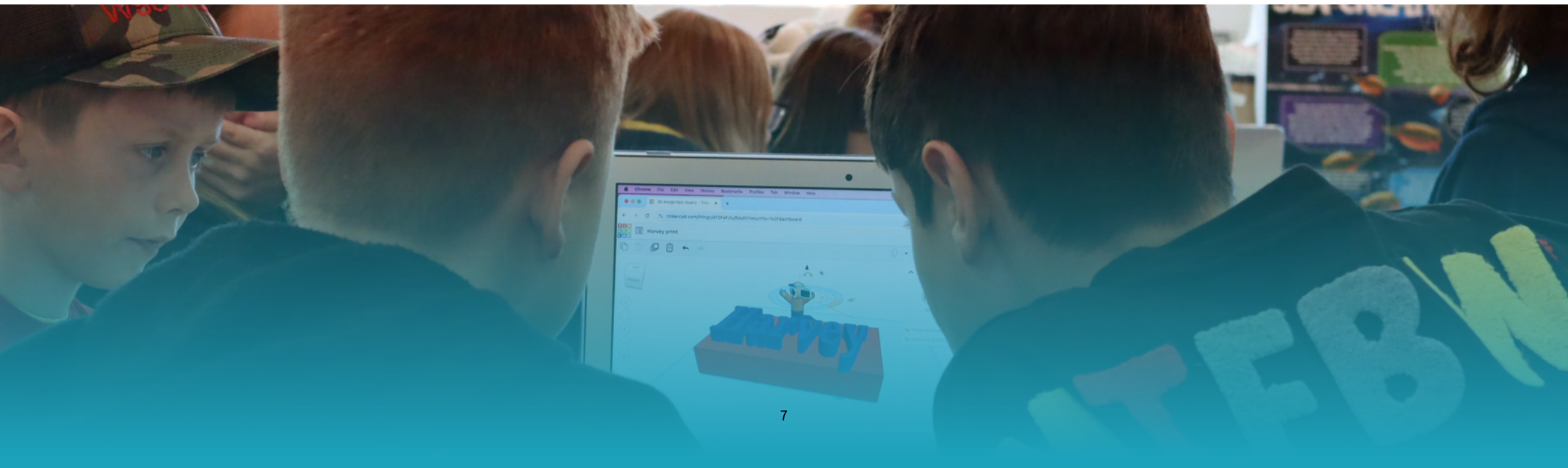
RESOURCES

RESOURCES

Throughout the 2023/24 fiscal year, we provided critical resources and training to strengthen community-led STEAM education across Nunavut. In Pond Inlet, the newly established Makerspace continued to receive guided training from both Pinnguaq and the Iqaluit Makerspace to ensure a smooth and sustainable rollout of programming. As part of their preparation, staff are being equipped with the tools and support needed to offer engaging, locally relevant digital learning opportunities.

In addition to Pond Inlet, other initiatives included the launch of Makerspace in a Box, developed by a MET practicum student to offer portable STEAM kits for remote and underserved regions. Through Computers for Success, 616 laptops were distributed, and one of Pinnguaq's CFSN staff delivered in-person computer refurbishment training in communities including Igloolik, Sanirajak, and at the Uqquutaq Society and Iqaluit Makerspace.

To build capacity, we also received a large donation of technology from Canada Learning Code, including hundreds of robots, microcontrollers, and VR kits. This donation will enhance our programming in our makerspace network.

WE ARE MOVING! →

WE ARE MOVING!

Now in our 10th year as a registered not-for-profit and 12th year in operation, Pinnguaq is entering an exciting new phase of growth. We are shifting from our origins as a Nunavut-based startup to a nationally recognized leader in STEAM education. As our mandate and impact continues to expand, so too does our infrastructure. The purchase of 12-16 Peel Street in Lindsay, Ontario represents a once-in-a-lifetime opportunity for us to establish a permanent home in Kawartha Lakes, mirroring the long-term stability we secured in Iqaluit with the purchase of 1412 Sikituuq Drive in 2021/22 fiscal year.

The new building spans 13,500 square feet across three levels, providing more than three times the space of our former Lindsay location. During the second half of 2023/24, excavation and renovations have begun with a potential move-in date aimed for mid-2024. With this expansion, we can deliver our expanded STEAM programming, accommodate our growing teams, and create a hub that not only serves the Kawarthas, but also the rest of Ontario and Canada. This move will give Ampere long-term sustainability, community investment, and help realize our nationwide vision.

DANIELLE MOORE SCHOLARSHIP →

DANIELLE MOORE SCHOLARSHIP

Since launching in 2022, the Danielle Moore Scholarship supports students in Nunavut who are pursuing formal or traditional education in STEAM, and Education. The scholarship reflects Danielle's passion for learning and her commitment to creating a better, more equitable world.

Since its launch, interest in the scholarship has grown significantly. In the most recent call for applications, we received 49 submissions; this is more than four times the number received in the 2022/23. Applications came from across Nunavut, with strong representation from communities including Arctic Bay, Cambridge Bay, Coral Harbour, Gjoa Haven, Igloolik, Iqaluit, Pond Inlet, and Rankin Inlet. This year, three of the 49 applicants were awarded $2,000 each to support their educational journeys. While selecting recipients from such a talented and passionate pool was no easy task, we are incredibly proud of the impact this scholarship is making throughout the territory.

Krya Kilabuk

Derek Aullaamaaq Qimuksiraaq Irwin-Van Eindhoven

Pamela Tannis Emingak

SILATURVALUK/SOUNDS OF WISDOM →

SILATURVALUK/SOUNDS

Silaturvaluk/Sounds of Wisdom is a television series created by Pinnguaq in partnership with Uvagut TV, designed to promote STEAM education through the lens of Inuit knowledge and culture. Hosted by Meeka Aqqiaruq and Sherisse Richards, the show explores science, hands-on learning, and cultural practices to create an engaging and educational program. Produced in Iqaluit and Lindsay, the first season premiered on January 11, 2024, featuring four 30-minute episodes that received enthusiastic feedback from viewers and Uvagut TV producers. Following its success, the series was renewed for a second season, set to air in early 2025 with an increased episode order.

MENTORSHIP

MENTORSHIP

At Pinnguaq, we believe that when learners see themselves reflected in STEAM spaces, they are more likely to feel a sense of belonging. Our programs connect communities with industry professionals to provide one-on-one and group mentoring opportunities. By showcasing diversity and sharing real-world tools for skill development, we help learners explore STEAM careers with guidance that reflects a wide range of experiences. This was exemplified during the 2023/24 fiscal year through various hands-on experiences, including a collaboration with Horizon Aircraft in Lindsay, Ontario. Participants toured the facility, learned about the company's work in developing a fully electric aircraft, and had the opportunity to engage with a flight simulator.

CONNECTED ELDERS →

HIGHLIGHT

Connected Elders

Mentorship takes many forms and the Connected Elders programs exemplifies how intergenerational mentorship can build meaningful connections and digital skills. Launched to address the lack of digital learning opportunities for Inuit Elders in Nunavut, the program pairs Elders with young adult mentors who guide them through the use of technology for everyday needs such as online banking, accessing services, and staying socially connected. In turn, Elders share their cultural knowledge, language, and lived experiences with the younger participants, creating a reciprocal learning environment.

The program reached the communities of Arviat, Rankin Inlet, Clyde River, Baker Lake, Chesterfield Inlet, Coral Harbour, Repulse Bay, and Whale Cave.

KAWARTHA LAKES HACKATHON →

HIGHLIGHT

Kawartha Lakes Hackathon

In May 2023, we hosted our first-ever Kawartha Lakes Hackathon where 12 students competed at the Lindsay Makerspace over two-and-a-half days learning, hacking, and presenting their ideas. The goal was for students to come up with an idea for a new Alexa skill and do it using the beginner-friendly MIT App Inventor platform. Each participant left the hackathon with an Alexa to continue their coding initiatives.

The winning team created a scavenger hunt game integrating Scratch coding with Amazon Alexa. Players begin by saying "Play online scavenger hunt" to Alexa, then complete a quiz on Scratch. Correct answers unlock random words that must be repeated to Alexa. After completing all rounds, players choose a song for Alexa to sing.

EMPLOYMENT

2023/2024 Program Overview

DIGITAL SKILLS FOR YOUTH (DS4Y)

As in previous years, Pinnguaq 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 Organizations (IHOs) to help them reach their full potential in the new digital economy.

DIGITAL SKILLS FOR YOUTH PROGRAM

APRIL 2023 → MARCH 2024

48 Total Interns

IHOs #35

NORTHERN IHOs

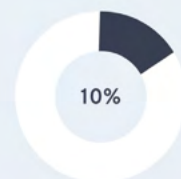SOUTHERN IHOs

0   5   10   15   20   25   30
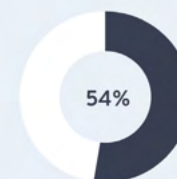
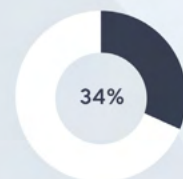* IHOs: Intern Hosting Organizations

$702, 503

in direct training and wage support, allowing the organization to facilitate 48 internships

10% — Indigenous Identified

54% — Female-Identified Interns Hired

34% — Visible Minorities

Learn more about our work at pinnguaq.com/partner-with-us/ds4y

DS4Y SUPERCLUSTER →

18

April 2023 to March 31, 2024

DIGITAL SUPERCLUSTER

Digital Skilling and Workforce Development in Equity-Deserving Communities

The Digital Skilling and Workforce Development program was created to provide both foundational and functional digital skills training to underserved job seekers and workers in rural, remote, northern, and Indigenous communities across Canada. Delivered in partnership with the Digital Technology Supercluster, the program set out to prepare 880 participants for meaningful employment in high-growth digital sectors.

We exceeded our target by delivering foundational digital literacy training to 885 individuals through two- to six-week courses offered in-person, online, and in hybrid formats. Additionally 84 participants received advanced functional digital training and completed eight- to twelve-week paid internships in digital industries. Micro-credentials were offered to these participants.

September 1, 2023 to March 31, 2024

DIGITAL SUPERCLUSTER

Community Workforce

The Community Workforce Development program focused on upskilling and reskilling individuals in Nunavut's digital technology and e-recycling sectors, aiming to address both labour market shortages and the underrepresentation of certain groups in the workforce. Pinnguaq trained 155 participants, with 115 successfully completing their training. Following the training, 41 participants were placed in work-integrated learning placements focused on computer refurbishment. On the environmental side, the program had an even larger benefit with the diversion of 313 computers from the landfill.

PRODUCTION

PRODUCTION

(With the Pinnguaq Studio we support the creation of community-centered products, tools, and services through a collaborative and participatory framework.)

PROJECT HIGHLIGHTS →

OUTREACH

EVALUATION/CELEBRATION

PARTNERSHIP

CURRICULUM/
INSTRUCTIONAL
DESIGN

GRAPHIC DESIGN

VIDEOGRAPHY

COMMUNITY-LED   CAPACITY-BUILDING

SOFTWARE
DEVELOPMENT

CODESIGNING
WITH PINNGUAQ

3D MODELING
AND ASSETS

SUSTAINABILITY   ACCESSIBILITY

PRODUCTION

2D ART/
ILLUSTRATION

GAME DESIGN

COLLABORATION

INTERACTIVE DESIGN

WORKSHOP / SKILL-BUILDING

Project Highlight

SAFE TRAVELS

During the 2023/24 fiscal year, we continued to work on projects from the previous year. We developed and launched Safe Travels this year, an engaging e-learning game designed to teach young children the fundamentals of ice safety. Aimed at learners aged five to seven, the game uses a 2D storybook style to guide players through interactive journeys where they learn what supplies to pack for seasonal ice travel and how to identify key ice safety terms. By blending the storytelling with practical knowledge, Safe Travels supports early learning in environmental safety teaching relevant skills for youth in Northern communities.

Click to Continue

MY PORTFOLIO

MY ACCOUNT   LOG OUT

Project Highlight

SMART ICE WEBSITE AND LMS

Partnering with SmartIce, we developed a customized website and learning management system designed to support the training of SmartIce Operators. Built using WordPress, the platform served as a user-friendly, centralized space for course delivery and resource sharing.

In November 2023, we were re-engaged to restructure their LMS to better reflect Inuit ways of learning and enhance relevance for current operators.

SMARTICE

ADVOCACY

ADVOCACY

We believe that promoting equal access to technology and the development of digital skills in rural and remote communities will build a more connected and equal world. Supporting a North-South knowledge transfer and the development of local solutions, we advocate with communities for funding, resources, access, and increased support for STEAM learning experience.

ADVOCACY HIGHLIGHT →

CANCODE PLANNING

During the 2023/24 fiscal year, our CanCode funding allowed us to reach and engage with many students and educators around the province. We were able to reach 96,194 students and 10,322 teachers in Nunavut, Northwest Territories, Yukon, Ontario, Newfoundland and Labrador, and British Columbia.

In August 2023, Ryan Oliver and Nicole Archer participated in CanCode's working group with six other CanCode funded organizations to collaborate on strategy and planning for our approach to Government Relations in hopes for CanCode to be funded next fiscal year and beyond. We were joined with TakingITGlobal, Digital Moments, Canada Learning Code, Actua, SaskCode, and Let's Talk Science.

PINNGUAQ

VISION

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

MISSION

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

VALUES

Sustainability, Equity, Community-centred, Creativity