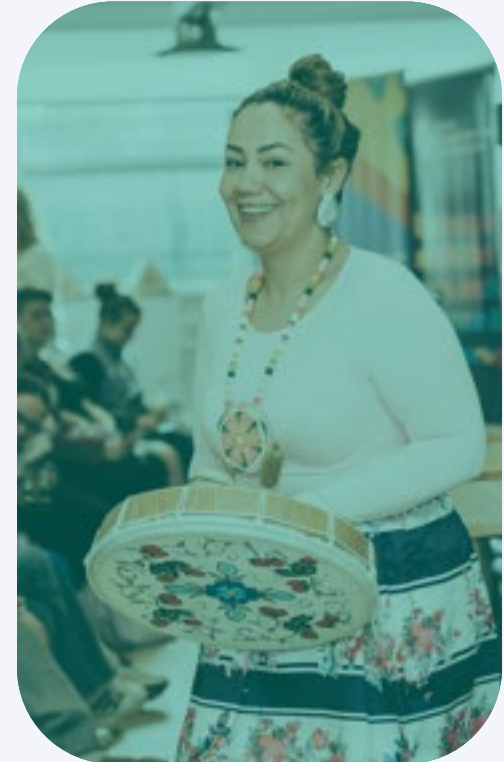


AMPERE

2025 - 2026

# ANNUAL REPORT



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## 1.1 LEADERSHIP/CEO REMARKS

The relationship between Pinnguaq and Canada Learning Code (CLC) goes back to our founding and early collaborations between our two organisations. Pinnguaq could help bring CLC’s incredible opportunities and partnerships to equity-seeking groups across Canada, while CLC’s curriculum and employees helped fill early Pinnguaq programming and even staff our first Makerspace in Iqaluit. When CLC contacted me about aligning our efforts in 2025, it was as if it had always been meant to be.

In August 2025, after months of discussion and planning, I was appointed CEO of Canada Learning Code. By the end of September, the staff of Canada Learning Code were employees of the Pinnguaq Association, and our two organisations began a path forward with a shared, yet unique set of messages. Canada Learning Code remains a force serving equity-deserving groups across Canada, with a strong focus on corporate partnerships and serving urban centres, crystallised in the Career Collective, a fantastic program that connects job seekers with a community of mentors and trainers. Pinnguaq, operating as Ampere, remains focused on opportunities for rural, remote and Indigenous communities. Our mandates blend and complement each other, our missions cross-connect and ensure that all equity-seeking Canadians, no matter where they live, can benefit.

And what an important moment it is for our two organisations to join forces. Large Language Models has completely changed the way people look at the need for coding, and the Trump Administration has changed the way people look at our largest trading partner. Both factors are having an enormous impact on the job market and how we define the future of work. As always, rural, remote and Indigenous communities will be the hardest hit and the last thought of.

And that is where we come in. Despite these challenges, Pinnguaq has had its most successful year to date, and we continue to push for equity and equality in STEAM for rural, remote and Indigenous communities. In this year, we saw STEAM programming reach over 30,000 learners across nine provinces and territories, the economic empowerment of businesses in northern communities through a \$1 million investment by TD Ready Challenge to create our Amp Up Small Business. It is this foundation of work that will continue into future years.

The coming years are only going to get harder. The gaming industry (at the time of writing) has already seen 1/3 of its *global workforce* laid off, and I write this in a week, following countless others in which another 1,000+ employees were laid off because of “Artificial Intelligence” savings. This is where our 14 years of service to our communities **and** our partnership with Canada Learning Code will pay off. We enter a time when funding is harder to come by than ever before, when the focus of this country is more on national defence than on training and skills in STEAM. The work detailed in this report is the backbone of the foundation we will continue to grow upon, and a diverse funding model, supported by the mandates of CLC and the Ampere Agency, that will ensure our funding success through 2026 and into 2027.





“The makerspace almost feels like a home away from home. Every time I tell my kids that we’re coming here, they’re so excited it’s unbelievable and I’m excited too.”



## 1.2 OPENING NEW MAKERSPACES

### HIGHLIGHT: BATHURST, NEW BRUNSWICK

In June 2025, Ampere launched our first Makerspace in the Atlantic province located at 100 Main St., Bathurst, New Brunswick. Very quickly the Bathurst Makerspace found its identity within their immediate community with positive responses for both the team and programming. The Summer and PD Day Camps have been well-received and the team ran programs such as Chaleur Puzzle for adult competitions, led sessions for Nursing Homes Without Walls, and coordinated spotlight workshops with local experts. Though the Makerspace size was modest at the start, with the increased demand for the programming it quickly took over the entire first floor of their building.

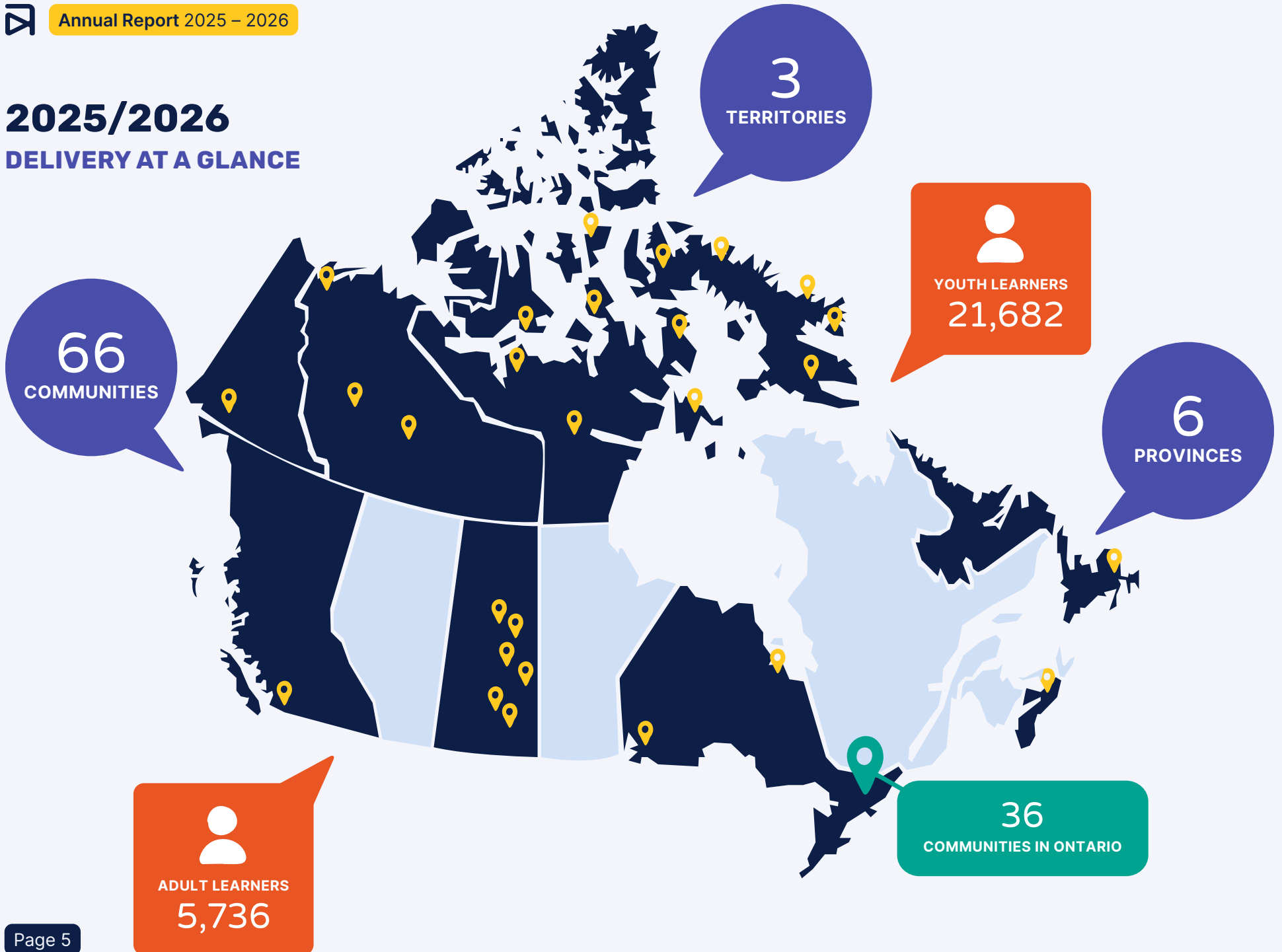
### HIGHLIGHT: IGLOOLIK, NUNAVUT

In January 2026, our team opened a new Makerspace in Igloolik, Nunavut. Staff from both Lindsay and Iqaluit travelled to Igloolik to help set up five new staff members as well as all programming supplies and tech needed to operate. Located within the Sivuniit Middle School, the new Makerspace has a flight simulator, which has already begun to generate significant community interest. To ensure sustainability of programming, Igloolik staff will join our Iqaluit Makerspace team in the summer of 2026 for intensive shadowing and training. This knowledge sharing initiative is designed to equip the local team with the expertise and confidence required to deliver STEAM programming to youth in Igloolik.



# 2025/2026

## DELIVERY AT A GLANCE





# 2025/2026

## DELIVERY AT A GLANCE - CONTINUED



TOTAL LEARNERS  
**30,026**



EDUCATORS  
**2,464**



OUTSIDE AMPERE  
MAKERSPACES  
**622**



PROGRAMS IN AMPERE  
MAKERSPACE  
**813**



TOTAL PROGRAMS  
**1,435**



HOURS OF PROGRAMS  
**4,793**



EMPLOYEES SUPPORTED  
**61**  
FUNDING PROGRAMS  
**6**  
INTERNS TRAINED & HIRED  
**85**



DEVICES RECEIVED  
**1,238**  
DEVICE REFURBISHED  
**1,068**  
DEVICES DEPLOYED  
**990**



COMMUNITIES REACHED  
**66**  
TOTAL TRIPS  
**25**  
PROVINCES/TERRITORIES  
**MB, NB, NL, NWT,  
NU, ON, QC, SK, YT**



## 1.4 DELIVERY FUNDERS

- > **Boeing**
- > **Bosch/Global Giving**
- > **Canada Race Relations Foundation**
- > **CanCode**
- > **Cannor**
- > **CDW**
- > **Digital Technology Superclusters**
- > **GN Family Services**
- > **Government of Canada,**  
Canada Water Agency
- > **Government of Canada,**  
Natural Resources Canada
- > **Government of Canada,**  
ESDC (multiple)
- > **Government of Canada,**  
ISED
- > **Government of Nunavut**
- > **Government of Ontario,**  
Ministry of Seniors and Accessibility
- > **Government of Ontario,**  
Skills Development Fund
- > **ISED,**  
Computers for Success Nunavut
- > **ISED,**  
Palette Skills
- > **KMN/Smart Cities**
- > **Ontario Trillium Foundation**
- > **Prosper Canada**
- > **Qikiqtani Inuit Association**
- > **RBC**
- > **Scotiabank**
- > **Sun Life**
- > **TD**
- > **Transport Canada,**  
Commemoration Fund for the Victims of  
the Ethiopian Airlines Flight 302 Tragedy
- > **Trottier Foundation**



## 1.5 EDUCATION

Through the course of the 2025/2026 fiscal year, our Learning and Curriculum Department has had a dynamic and impactful year, focused on building meaningful partnerships and creating resources that support learners and educators across diverse communities.

A primary highlight included consultation work with the Government of Nunavut's Department of Education, where we collaborated to help strengthen educational materials and approaches that reflect local priorities and learner needs. Furthermore, the department strived to create inclusive and accessible learning opportunities by way of curriculum development for AODA training curriculum, designed to support greater awareness and understanding of accessibility standards and inclusive practices across Canada. Building on these

successes, our Learning and Curriculum team will continue their work with NCCS, supporting initiatives that strengthen climate change education, and awareness across the territory.

Programming across our Makerspace network has always been rooted in fun, play, and learning. In Nunavut, youth who enrolled in our STEAM Spring Break Camp learned about DNA, microscopes, and other biology topics and Ontario saw the launch of the Ampere Innovation Club, where youth and educators are able to create engaging, hands-on learning opportunities in the classroom or their community.



## STEAM SCHOOL

The 2025/2026 fiscal year saw STEAM School become a sustainable hub for independent learning. By blending the Ontario curriculum and hands-on play-based STEAM learning, students have been able to develop critical thinking and problem solving skills.

This year saw 5 students enrolled in the younger cohort and 18 in the older cohort. With access to cutting edge technology and small class sizes, students also heard from 16 guest speakers throughout the year and ventured out to local organizations, deepening their understanding of STEAM related activities.

## AMPED UP EDUCATOR CONFERENCE

Our inaugural annual two-day Ampere Up Educator Conference held in the Lindsay Makerspace in October 2025. More than 100 local educators came out for this two-day conference where they were provided with resources and curriculum, as well as learned about what Ampere has to offer. Educators throughout the two days participated in lectures, workshops, and discussions where our Makerspace, Ampere's Innovation Club, and Solar MindSet Kit were celebrated.



“He is engaged in learning and the hands-on approach to principles of science, math, engineering and technology locks them in for him; the trips are engaging and well organized and it’s his favourite day of the week.”

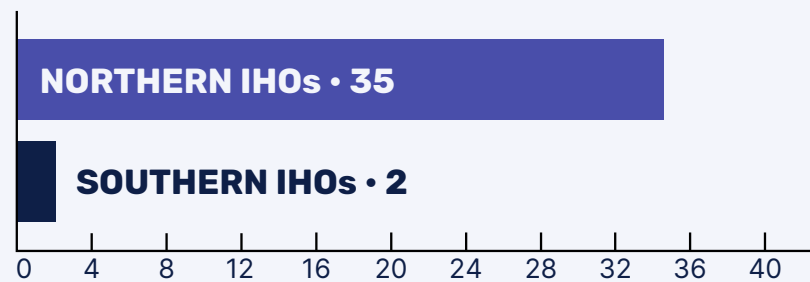


# 1.6 EMPLOYMENT

## 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.

Provided **\$580,500** in direct training and wage support, allowing the organization to facilitate **37 internships.**



\*IHOs: Intern Hosting Organization

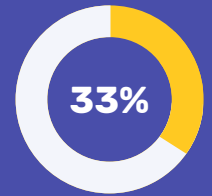
## DS4Y DEMOGRAPHICS



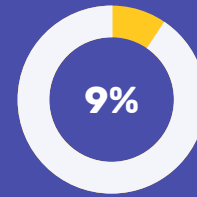
INDIGENOUS • 18



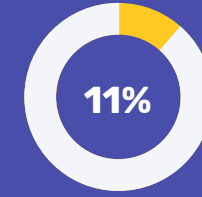
FEMALE IDENTIFIED INTERNS HIRED • 18



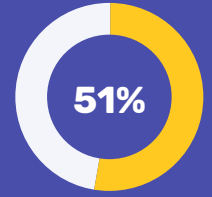
VISIBLE MINORITIES • 11



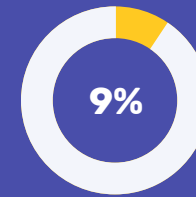
INTERNS WITH A DISABILITY HIRED • 3



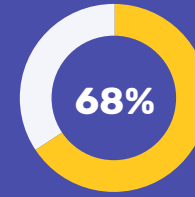
NEW IMMIGRANTS HIRED • 4



RURAL AND REMOTE • 18



2SLGBTQIA+ • 3



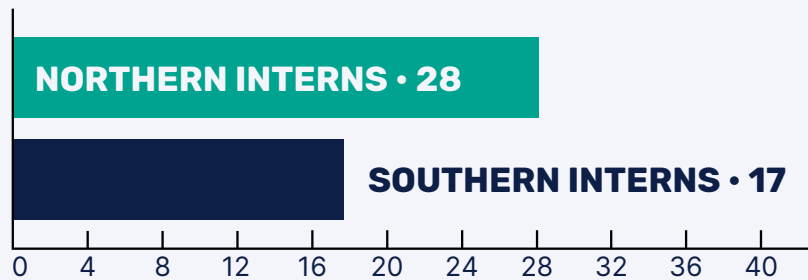
APPLICANTS FACING BARRIERS • 25



## GREEN JOBS

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. Employers can receive up to 75 percent of intern salaries and related costs.

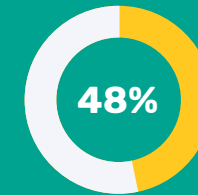
Provided **\$765,000** in direct training and wage support, allowing the organization to facilitate **45 internships.**



## GREENWORKS DEMOGRAPHICS



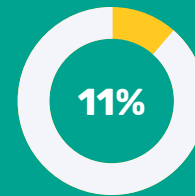
INDIGENOUS • 24



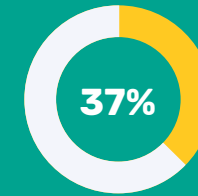
FEMALE IDENTIFIED INTERNS HIRED • 22



VISIBLE MINORITIES • 9



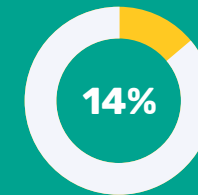
INTERNS WITH A DISABILITY HIRED • 5



RURAL AND REMOTE • 33



2SLGBTQIA+ • 7



NON-ENGLISH • 6



## SUPERCLUSTERS

Total job placements **142** across the whole project – **51** this fiscal

### Total:

Last Fiscal 2024/2025: 637,500

This Fiscal 2025: \$112,540

### Target Regions:

NWT, Yukon, Nunavut, Ontario, Newfoundland, BC, Alberta

## OPPORTUNITIES INITIATIVE FOR INDIVIDUALS WITH DISABILITIES

The Opportunities Initiative is a specialized program designed to empower job seekers with diagnosed or self-diagnosed disabilities, including physical and learning disabilities and mental health challenges. This program took place across Ontario, Nunavut, Northwest Territories, and Newfoundland and Labrador. Funded by the Government of Canada, this initiative provides comprehensive pre-employment training, group workshops, and paid internships to help participants secure and maintain employment or even pursue self-employment.

Beyond supporting individuals, the program also assists employers through wage subsidies and hands-on guidance to foster a more inclusive workplace. During the 2025/26 fiscal year, 116 participants completed the program: 77 in Ontario, 32 in Nunavut, and 7 in Northwest Territories.



## 1.7 RESOURCES

Our commitment to building long-term, tangible value for rural, remote, and Indigenous communities remains the cornerstone of our mission as it has since our founding. This year, this commitment took shape in the creation and launch of the Amp Up Small Business program which has supported entrepreneurs in rural, remote, and Indigenous communities. We also launched the Solar MindSet Kit and *EHI* podcast which are tools that can be used by communities and educators for continued engagement.

### HIGHLIGHT: TD READY CHALLENGE

In July 2025, Ampere was named one of 10 recipients awarded the TD Ready Challenge grant program. With this \$1 million grant, we launched the Amp Up Small Business to support entrepreneurs in rural, remote, and Indigenous communities. By removing systemic barriers through wraparound supports, the program reached over 400 people and 50 entrepreneurs, ensuring inclusive participation that was responsive to local needs. Through this feedback driven approach, the initiative amplified and supported local entrepreneurs in the North to build skills, mentorship, and resources needed to build sustainable businesses. Selected entrepreneurs received continued support through our Amp Incubator where they received additional mentorship, investment, and capacity-building to launch their ventures and build sustainable economic development in their communities.





“Through the TD Ready Challenge, northern communities have been able to expand access to meaningful, place-based entrepreneurship models **creating opportunities that reflect local knowledge, priorities, and aspirations.**”

**- CAITLIN PATTERSON**  
CHIEF OPERATIONS OFFICER





## HIGHLIGHT: *EH I* PODCAST

In 2026, Ampere launched *Eh I*, a podcast hosted by Ryan Oliver (CEO of Ampere and Canada Learning Code) and Melissa Sariffodeen (Co-founder of Canada Learning Code). Released biweekly, *Eh I* provides a Canadian-focused look at artificial intelligence and the role it has and will play in the future of education in Canada. Serving as a resource for educators around the country, each episode features conversations with thought leaders, AI experts, and educators to highlight how technology is shifting the way we think and learn.

## HIGHLIGHT: SOLAR MINDSET KITS

Created to spark innovation and hands-on learning, Ampere’s Solar MindSet kit was launched with step-by-step assembly instructions to guide youth to build their very own solar station from the ground up. This kit allows youth to explore renewable energy, solar technology, coding, and wiring. Made for youth and educators, all money collected from this project is reinvested in Ampere’s programming.

## HIGHLIGHT: *ROOT & STEM*

In the most recent issue of *Root & STEM*, we shine a light on how small communities across Canada are harnessing solar energy. From solar hobbyists in Iqaluit, to major First Nation solar developments on the east coast, these stories demonstrate how solar is more than a technology – it’s a tool for sustainability and self-preservation. As always, these stories come complete with lesson plans to make the stories come alive in classrooms.





## 1.8 MENTORSHIP

This fiscal year saw Ampere expand our partnerships and focus on local coalition building with those partnerships and educators. This focus has allowed us to solidify our commitment to building an inclusive talent pipeline and foster belonging in our communities we serve. Through every project from ideation, implementation and evaluation, our co-design principle allows for guidance and input during every step of the way. This allows for programming to be reflective of the communities we work in, but also allows individuals to gain insight and mentorship for all our projects.

### HIGHLIGHT: MATHERS ROOM DEDICATION

In December 2025, Ampere proudly honoured the legacy of the late Rob Mathers, former teacher at I. E. Weldon Secondary School by renaming one of our makerspace rooms at the Kawartha Lakes Makerspace to the Mathers Room. As a transformative educator in the 1990s, Mr. Mathers pioneered a teaching philosophy rooted in experimentation and trust, directly influencing a generation of students who went on to lead projects within the Canadian tech industry. His teaching philosophy serves as the foundation for Ampere’s own programming and culture. By dedicating this space in the presence of his family and colleagues, Ampere ensures that future learners continue to benefit from an environment where curiosity is encouraged and that “breaking things” remains a catalyst for innovation.

### HIGHLIGHT: INSTEAM EVENT

During the 2025/2026 fiscal year, we hosted inSTEAM, where Ampere welcomed over 100 youth (girls and gender-diverse students in Grade 10-12) from local Lindsay high schools in partnership with Women Changemakers Fund of Kawartha Lakes. Held in our Makerspace, the students were led through panels, keynote addresses, and collaborative workshops and were provided direct access to mentors and hands-on exploration. This annual event is meant to empower the next generation to envision themselves in fields where they are traditionally underrepresented.



## 1.9 PRODUCTIONS

We are continually redefining our in-house Pinnguaq Studio to meet the needs of our social enterprise and innovation. This year, we have deepened our commitment to co-design, moving beyond simple collaboration to true meaningful community-led development. By providing our design and technical services to governments, educators, and organizations, we ensure everything we create is a direct reflection of the people who use them.

### HIGHLIGHT: TALKING FOREST APP

This fiscal year saw the redesign and rebuild of an existing app that enhances functionality and maintenance efficiency. The Talking Forest App is a unique way to explore and learn as you hike through Conservation Areas. This hands-free, self-guided app uses GPS to trigger audio, images, and captions. Offering insights into nature, wildlife, geology, local history and much more! Whether you're a first-time visitor or a seasoned trail-goer, the app creates an engaging and accessible experience for all.





## HIGHLIGHT: *SILATURVALUK* SEASON 2

Following the successful four episode live run on UvagutTV, *Silaturvaluk* was rebooted for an expanded second season transitioned from a live broadcast to a produced format. The second season doubled its runtime to an hour for each episode and featured two hosts: Meeka Aqqiaruq and Vinnie Karetak. Season two has built on the success of the first season and expanded into exploring enriched curriculum of both STEAM and Inuktut cultural topics.





## 2.0 ADVOCACY

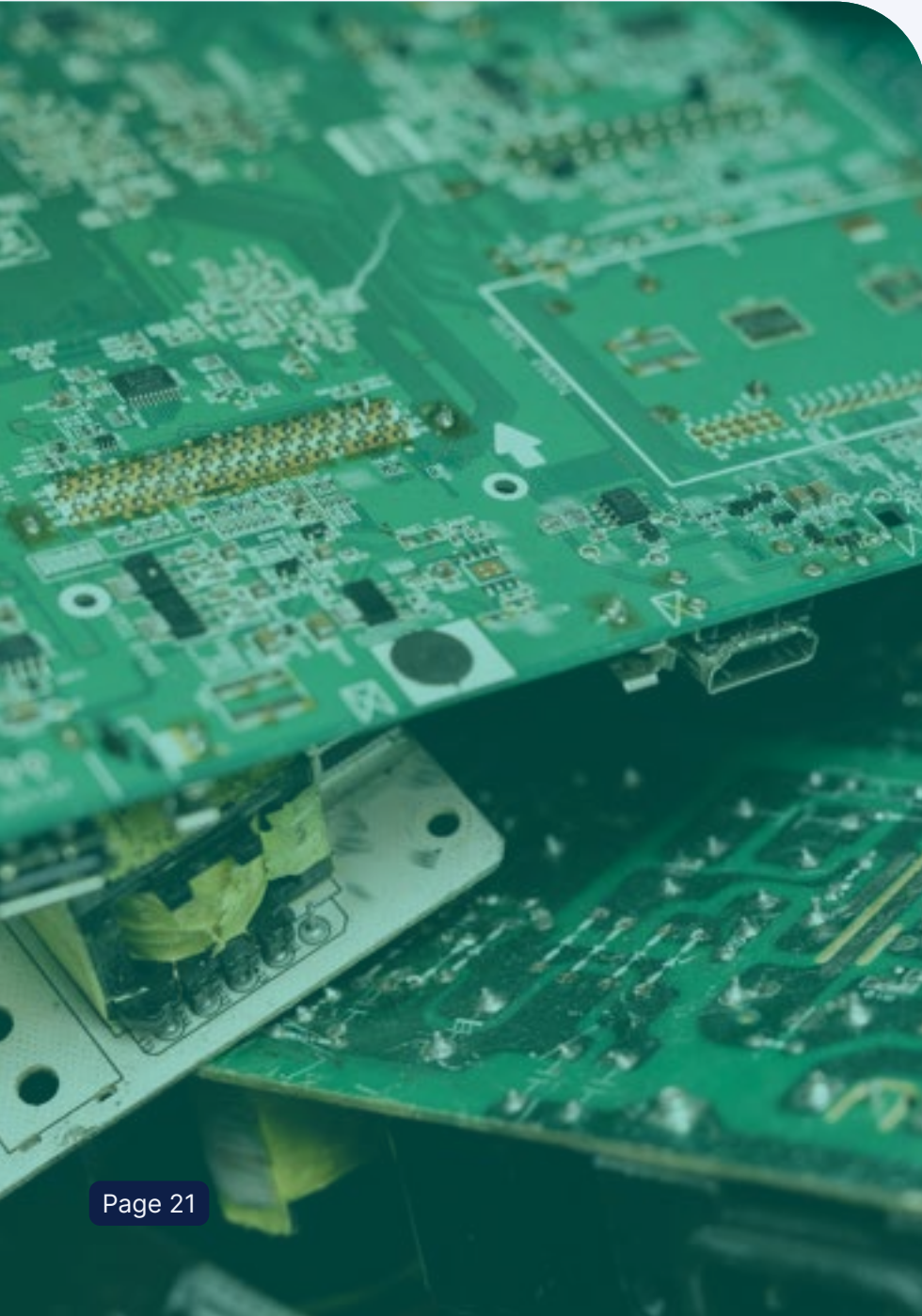
Truth and authenticity in the work that we do is a pillar of our lifecycle approach. Ensuring that we are telling and uplifting stories or people that may be hidden is a priority for us. As the digital and political landscapes undergo a radical shift, it is the rural, remote, and Indigenous communities who face unprecedented challenges. Centering our approach and programs with communities during this volatility has never been more important. It is clear we are no longer a “teaching code” organization. Now is the time to double down on equity-seeking groups to ensure that as technology evolves, our investment in people continues to grow.





## HIGHLIGHT: KAWARTHA MAKES PROGRAM

Over the course of the 2025/2026 fiscal year, Ampere created and delivered the Kawartha Makes Program. This program sought to engage youth in a hands-on program, spanning 24 weeks, to equip them with the necessary skills to find success in the workforce. Over three different cohorts, 30 youth completed the program with our partner organizations who helped facilitate the application of skills at workshops in Kawartha Lakes. Participants gained hands-on experience in micromanufacturing over three weeks to create a product. Youth were introduced to 3D Printing, CNC Machining, CNC Routing, Laser Cutting, CNC Forming, and Injection Moulding. Once the program concluded, five participants were selected for work placements from each of the cohorts.



## HIGHLIGHT: E-WASTE PROGRAM

In the summer of 2025, the Iqaluit Makerspace launched its E-Waste program, providing locals with an opportunity to responsibly dispose of dangerous and unwanted electronic waste. Computers, laptops, cellphones, and other small electronic devices were collected and carefully dismantled and sorted and processed through an industrial shredder, with hazardous material stored separately. Over this year, the program has continued to grow with increased community awareness of the issue of e-waste and participation of waste diversion efforts.



## OUR VISION

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

---

## 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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