

## Case study: Derby STEAM – Farmvention Primary Project



### Derby Opportunity Area

Funded through the Department for Education Opportunity Area programme.

## The Challenge

**The Derby Opportunity Area commissioned a programme of STEAM grants to support the following objectives for young people in the city:**

- Provide a positive image for children and young people of STEAM subjects.
- Improve academic outcomes in STEAM subjects, especially for disadvantaged children and young people.
- Improve the employability skills of children and young people.
- Strive for a better diversity in children and young people following STEAM subjects by tackling pre-existing stereotypes about careers in STEAM.
- Create STEAM partnerships between learning providers.
- Encourage engagement in additional curricular experiences in STEAM.
- Improve early years' provider, school, college, or learning provider based teaching and learning in STEAM.
- Create positive pathways in STEAM.
- Build a strong evidence base of effective STEAM practice which includes the voice of children and young people.
- Build partnerships between learning providers to ensure sustainability of partnership working.

**Learn by Design submitted three proposals in response to this of which Farmvention was one**

## Our Solution

The **Farmvention** programme was designed and delivered by Learn by Design in collaboration with the National Farmers' Union (NFU). It is a funded programme to bring together 460 learners and 30 teachers from 5 primary schools across Derby with STEAM ambassadors and STEAM communicators to explore STEAM concepts.

We wanted to bring farming to life for learners, by introducing them to the STEAM subjects involved in it.

The work we delivered was designed to enhance main curriculum studies. This is important as all of the schools we worked with are in a position where improvements in learner attainment are paramount. The programme was designed to showcase and explore the fantastic STEAM careers that exist in Derbyshire and beyond, and build learners' confidence and ambitions to pursue these.

Most primary schools delivering career-related learning or STEAM projects deliver occasional sessions with little or no follow-up, and no link to local enterprise partnerships or employability strategies. We therefore, developed a three-stage model that could be replicated for different industry areas. The programme was not purely a STEAM intervention: gave the schools a delivery model that could be adapted to fit any other industry area.

It saw us bringing their Discovery Barn and Discovery Pod to the initial event day and utilising these alongside shows and workshops to excite the young people.



"The interactive and well-resourced sessions have added value to what we teach the children in school. Having external experts come in was a change of pace they enjoyed and responded to well"

*Landau Forte Academy Moorhead*

"They enjoyed the practical element of the lessons and this helped them to be more positive about their learning. They are more confident with scientific language now"

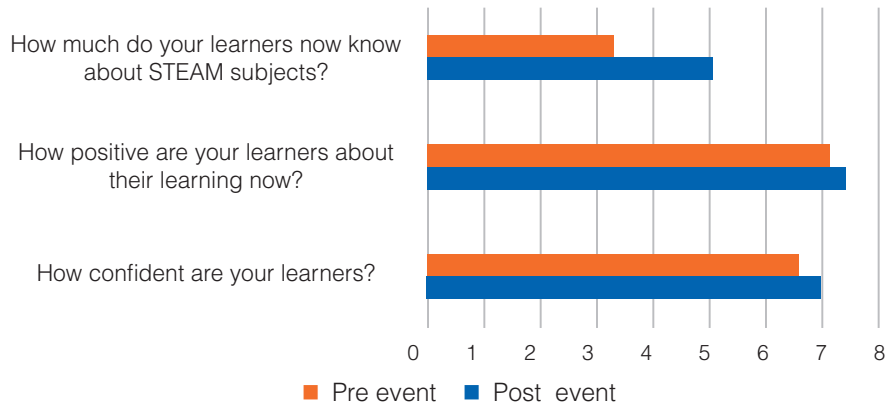
*Allenton Primary School*

"Children were very engaged and enjoyed the experiment. They remembered lots of facts, thanks"

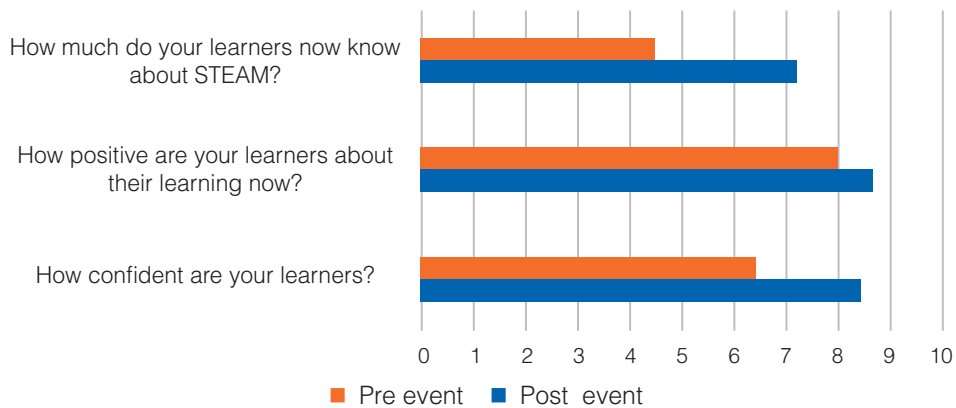
*Arboretum Primary School*

## Feedback

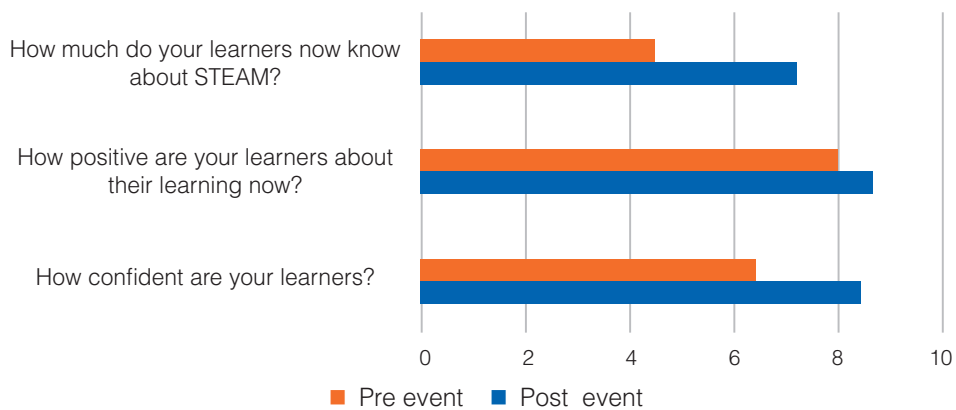
### Farmvention STEAM Day



### Year 2 Farmvention in school programme



### Year 4 STEM Enterprise



## Links to the D2N2 Employability Framework

Young people will develop their STEAM skills as well as developing the D2N2 employability skills of self-motivation, self-confidence, being aspirational, being informed, being aware, achieving, taking responsibility, being resilient and being entrepreneurial.

