

## Case study:

### Derby STEAM – Secondary Project ‘STEAMing into the Future’



#### 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.

## Our Solution

We developed the ‘**STEAMing into the Future**’ programme to embrace all of the STEAM priorities required and to feed into well-established STEAM provision supported by **Rolls-Royce, Toyota Manufacturing UK, Shell** and **EngineeringUK**, and into the **Big Bang STEM fair**.

STEAMing into the future was embedded alongside other workshops to promote and sustain learner interest in STEAM subjects. It also built interest in careers in STEAM subjects as well as demonstrating to the learners how the knowledge they are learning within curriculum subjects is used in applied contexts. The work we did enhanced their main curriculum studies. This is important as all of the schools we worked with are in a position where improvements in design and technology, maths, and science GCSE attainment were paramount.

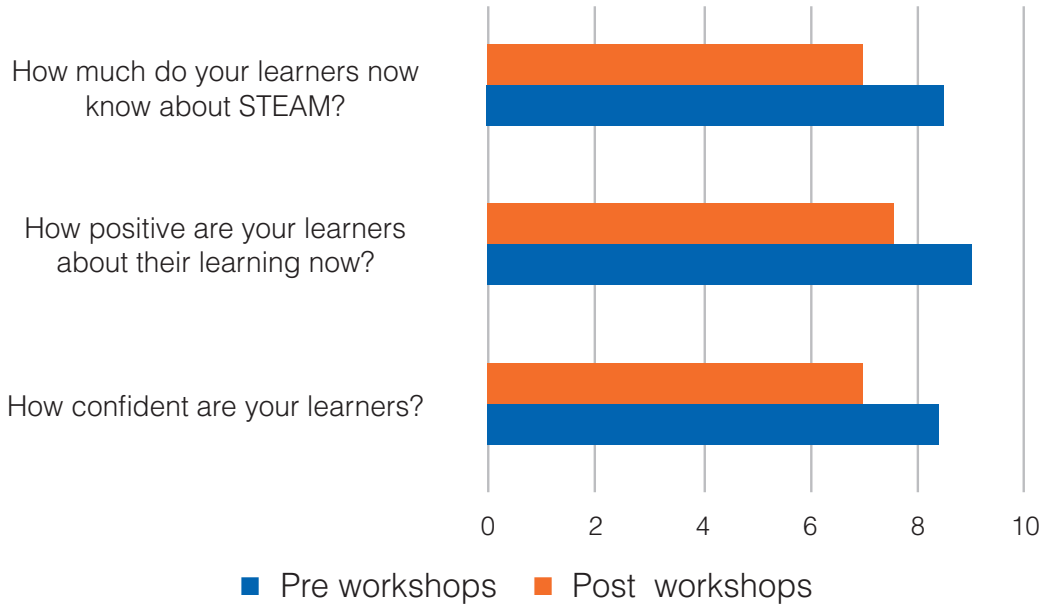
## Feedback

“Without doubt these ambassador training sessions have had a really positive impact”

“The content of most of the sessions has been very engaging and informative so the students have really enjoyed the engagement”

### STEAM Ambassador Programme: Teacher Feedback:

#### STEAM Ambassador Programme

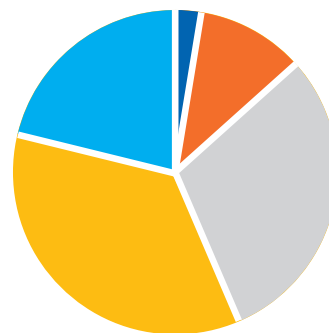


### Learner feedback:



- I don't know anything about my options after year 11
- I know a little bit about my options after year 11
- I have a good idea about what options I have after year 11
- I know lots about my options after year 11

On a scale from 1-5 do you now have a better knowledge of STEAM subjects (5 being highest)



- 1
- 2
- 3
- 4
- 5

## Links to the D2N2 Employability Framework

Young people will develop their STEAM skills as well as developing the Derby, Derbyshire, Nottingham, and Nottinghamshire Local Enterprise Partnership's employability skills of self-motivation, self-confidence, being aspirational, being informed, being aware, achieving, taking responsibility, being resilient and being entrepreneurial.