Introducing Science, Technology, Engineering and Maths careers at primary schools

The vast majority of the current school population will not choose a career in STEM.

iDiscover is a unique week-long programme which puts children's science and technology learning into a real world context and brings **STEM role models** into the classroom.

"Only 13% of those working in STEM occupations are women" (WISE report)

Why STEM?

Many pupils decide from an early age that STEM careers are 'not for me'.

It has been shown that even quite subtle differences within classroom cultures can shape the extent to which girls or minority ethnic pupils feel that they are able to 'identify' with science and related careers.

Why iDiscover?

We help pupils to:
- Understand the range of STEM opportunities
- Connect maths, science and ICT learning in school to the working world
- Understand that race and/or gender are not barriers to a career in STEM
- Develop STEM-related skills

Inspire! provide schools with...

- **Five detailed lesson plans** which bring to life up to **five exciting STEM careers**
- A range of materials and resources to support learning, including **laptops and smartphones, robots, microscopes and metal detectors**
- Opportunities to **meet a diverse range of STEM volunteers:**
  - **Forensics crime scene** exploration in school
  - **Workshops** delivered by STEM professionals
  - **Careers Carousels** meeting a diverse range of volunteers
  - **School visits to unique science workplaces** such as laboratories

Parents will also be invited to meet and engage with the STEM volunteers, view their children's work and be provided with further information.

Supported by: ROYAL SOCIETY OF CHEMISTRY · ROYAL ACADEMY OF ENGINEERING · salesforce

i**Discover** themes!

EYFS: Who did it?
Pupils become **detectives** and hunt for clues to solve a crime scene, experimenting with metal detectors, microscopes and finger prints! (**PhD forensics students and police visit** to investigate crime scene)

Year 1: Robots & Machines
Children solve engineering problems by becoming:
Robotics engineer: programme a floor robot
Mechanical engineer: repair a toy
Civil engineer: build a marble run
Biomedical engineer: create a bending arm
(Engineering careers carousel)

Year 2: My Biology
Pupils learn about job using biology and conduct a sleep study as the week's homework:
Neuroscientist: a carousel of brain activities
Physiotherapist: physio exam in pairs
Biologist: model your own organs!
Psychologist: explore feelings and emotions
(Biology workshop)

Year 3: Feed me!
The food industry is brought to life through jobs such as:
Dietitian: make a digestive system model
Food scientist: make ice cream
(Food-related workplace visit)

Year 4: Showcase!
Jobs in entertainment are bring electricity and light to life!
Sound engineer: make an instrument
Lighting technician: become light detectives
Electric Engineer: create a circuit
Production manager: design a set with lights
(Trip to a theatre)

Year 5: iGame
Children create their own computer game and learn about jobs such as:
Computer programmer
Audio engineer
Game designer
Games Artist
(Trip to a software company)

Year 6: Fast Forward
Exploring jobs that don't yet exist!
Re-generator: reviving extinct species
Space architect: exploring virtual reality
Pre-disease doctor: predicting illnesses
(Trip to a STEM workplace, Careers Carousel)

We supply engaging lesson plans to teachers, along with plenty of resources and a diverse range of STEM volunteers!

"The annual shortfall of STEM skills in the UK was estimated at 69,000 in 2017" (WISE report)

"Efforts to broaden students' aspirations, particularly in relation to STEM, need to begin at primary school." (Kings College ASPIRES study)

To find out more, please contact Claude Barbe-Brown (Programme Officer) on 0207 275 6075 or **cbarbe-brown@inspire-ebp.org.uk**