



## 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.



### 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! provides 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.



# Themes...

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

**Nursery: Who did it?** (Forensics workshop and police CSI)  
Pupils become detectives and hunt for clues to solve a crime scene, experimenting with metal detectors, microscopes and finger prints!

## Reception: It's Alive

Pupils learn about living things: plants, insects, animals and human health and fitness by looking at the following job roles:

Botanist: find and study plants around school

Entomologist: find and study insects around school

Zoologist: looking at fur, feathers and scales; caring for animals.

Fitness Instructor: keeping their bodies healthy through exercise and healthy eating

## Year 1: Robots & Machines

 (Engineering careers carousel)

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

## Year 2: My Biology

 (Biology workshop)

Pupils learn about jobs 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

## Year 3: Feed me!

 (Food-related workplace visit)

Food Engineer: make chocolate

Recycling Officer: make paper

Humanitarian Engineer: filter dirty water

## Year 4: Showcase!

 (Trip to a theatre)

Jobs in entertainment which 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

## Year 5: iGame

 (Trip to a software company)

Children create their own computer game and learn about jobs such as:

Computer programmer

Audio engineer

Game designer

Games Artist

## Year 6: Fast Forward

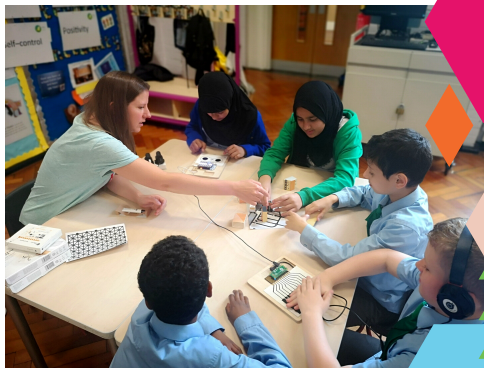
 (Trip to a STEM workplace, Careers Carousel)

Exploring jobs that don't yet exist!

Re-generator: reviving extinct species

Space architect: exploring virtual reality

Pre-disease doctor: predicting illnesses



To find out more, please contact Jennifer Lewis  
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