


Approx.
30-60
learners


KS
3, 4, 5


Full Day

Our **Women in STEAM Day** is perfect for running targeted events within your school to inspire girls to consider the opportunities available to them within Science, Technology, Engineering, Arts and Maths. It is aimed at keystage 3, 4 and 5 and is particularly **popular with year 9 students**.

Activity

This day is designed to be a targeted engagement for a group of girls but can also be run as a carousel for a larger cohort.

The day begins with a quiz-based session to raise awareness around the history of women in STEAM and the opportunities in the present day.

Learners then take part in 2 or 3 STEAM workshops from our collection.

The day concludes with an opportunity to meet women in STEAM and find out more about their careers.

Aim

Raise awareness and aspirations around the opportunities for women in STEAM careers.

Benefits

- Gatsby – encounters with employees, linking curriculum learning to careers.
- Raising aspirations.

The students will take part in:

STEMinist Quiz

One of our trained communicators will run this highly interactive quiz. Participants are encouraged to question their understanding of STEAM and discover more about several different women in STEAM and their careers. The quiz can be tailored to specific requirements, such as curriculum areas or world events e.g. international women's day.

STEAM workshops x2-3 – refer to our [list of STEAM workshops](#).

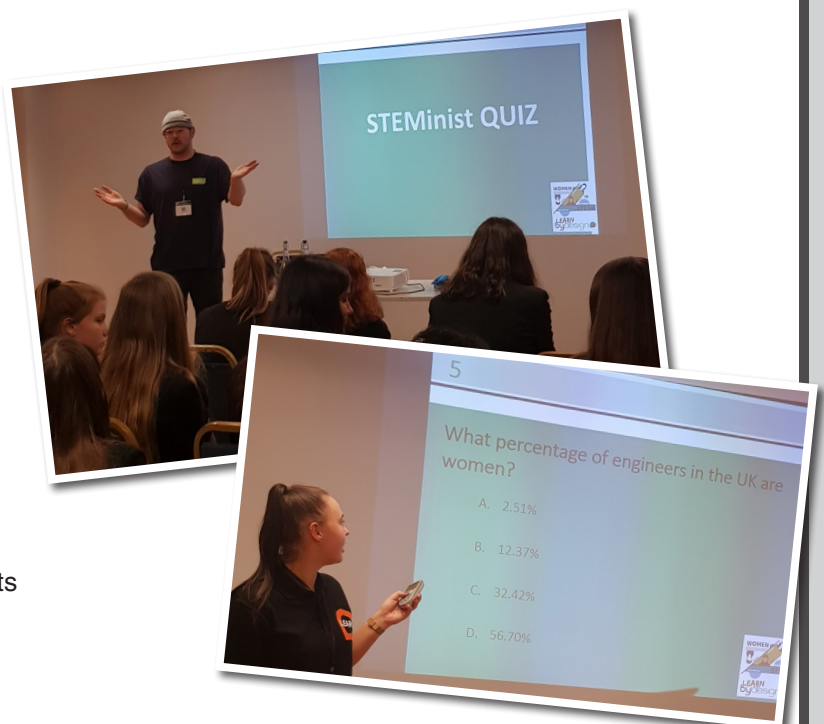
Ambassador session options:

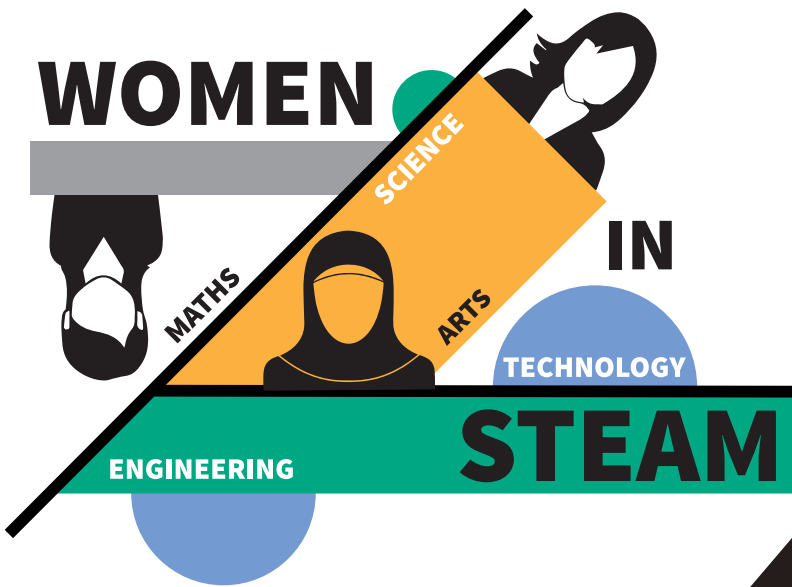
Careers curiosity showcase or Myth buster: Fact or Fiction

Our trained education communicators will host this panel workshops with 3-6 female STEAM ambassadors.

Careers curiosity - The ambassadors will carousel around groups of students, giving students the opportunity to find out more about them to ultimately make a guess at their career. The session concludes with the ambassadors revealing their job and more about what they do with a prize for the team that got the closest.

Myth buster – the ambassadors will each present some facts about their jobs. Learners must identify which are fact, and which are fiction, before an open Q+A session.





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Logistics and Planning

| One class of 30 | Session 1 | Session 2 | Session 3 | Session 4 |
|-----------------|----------------|---|---|--------------------|
| Group 1 | STEMinist QUIZ | STEAM Workshops eg Robot programming | STEAM Workshops eg Biology of Brains | Ambassador Session |

Two classes of 30 - option 1

| | Session 1 | Session 2 | Session 3 | Session 4 |
|---------|----------------|---|---|--------------------|
| Group 1 | STEMinist QUIZ | STEAM Workshops eg Robot programming | STEAM Workshops eg Biology of Brains | Ambassador Session |
| Group 2 | | STEAM Workshops eg Biology of Brains | STEAM Workshops eg Robot programming | |

Two classes of 30 - option 2

| | Session 1 | Session 2 | Session 3 | Session 4 | Session 5 |
|---------|---|---|---|---|---|
| Group 1 | STEAM Workshops eg Robot programming | STEAM Workshops eg Biology of Brains | STEMinist QUIZ or Ambassador Session | | |
| Group 2 | | | | STEAM Workshops eg Robot programming | STEAM Workshops eg Biology of Brains |

Why choose Learn by Design?

Our team include several women that have worked in areas such as animal sciences, neuroscience, and environmental research.

Watch the video with Louise who specialised in Biology and Maths. This video features the Optics and the Robotics sessions delivered to keystage 2 learners.



SCAN ME

Visit our website for further workshop options
www.learnbydesign.co.uk/stem-workshops

