

Susteamability

STREAM Portfolio

 LOCATION: On school site
  DURATION: 1/2 day
  GROUP SIZE: 40

About the programme

Our Susteamability programme is designed with sustainability and the positive effects of the three Rs – Reduce, Reuse, Recycle in mind. Students access a unique opportunity to gain valuable knowledge about sustainability and the environment while using waste household products to complete one of three STEAM-based activities.

This distinctive programme shows young people how they can get creative with STEAM while becoming more aware of important national agendas based around sustainability and protecting the environment – this will be done through a choice of either technical or artistic activities focussed on engineering and problem solving with a creative flair.

We will engage in environmentally aware challenges using raw materials to design and build. Moving towards a more sustainable future will be at the heart of this programme.

Background

We aim to inspire young people to connect with the in-demand careers of tomorrow in Science, Technology, Engineering, Arts and Maths alongside increasing awareness of sustainability and recycling.

Focus areas

- STEM Careers.
- What do we mean by engineering?
- Engagement with industry professionals.
- Design technology and development.
- Environmental issues.

Programme aims

- To understand a variety of careers within the STEAM sector.
- To increase knowledge and understanding of engineering and enterprise skills.
- Gain meaningful encounters with employers from the sector.
- Apply theoretical STEAM knowledge to real world learning.
- To raise awareness of sustainability and the environment.

Skills Development

Environmental Awareness
Teamwork
Creativity

Design
Problem Solving
Manual Dexterity

Trail & Improvement
Communication

Curriculum Links

Maths
Science
English

Design & Technology
Art & Design
Geography

PSHE
Business

Suitable for



Gatsby Benchmarks



Ofsted or Educational Priority

