



St Dominic's Catholic Primary School

iDiscover

Feedback report

1st - 5th July



Supported by:



**BIOCHEMICAL
SOCIETY**

**Institution of
MECHANICAL
ENGINEERS**

IET The Institution of
Engineering and Technology



iDiscover: introducing Science, Technology, Engineering and Maths careers at primary school

Rich and engaging lesson plans are provided to teachers, alongside a wide variety of technology, resources and equipment. Inspire! actively sources a diverse range of STEM volunteers who bring their jobs to life through interactive workshops. Read about our themes!

Who did it? (EYFS)

Presented with a crime scene on Monday, pupils become **Detectives**, hunting for clues, exploring tyre tracks and working out which teacher did it!
Pupils experiment with metal detectors, microscopes and finger prints!

Police visit to investigate crime scene

PhD Forensics workshop

Robots & Machines (Year 1)

Children spend the week tinkering and solving engineering problems. Jobs focused on are:

- 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
Meeting engineers

My Biology (Year 2)

A mini sleep study is set for the week's homework as pupils learn about jobs using biology:

- Neuroscientist** - carousel of brain activities
- Physiotherapist** - Physio exams in pairs
- Biologist** - model your own organs!
- Psychologist** - exploring feelings & emotions

Biology workshops
Meeting Medical Professionals

Feed Me (Year 3)

The **food industry** is brought to life through career-related investigations. Jobs include:

- Dietitian** - make a digestive system model
- Food Scientist** - create a space menu
- Drinks Technologist** - test sugar in drinks
- Humanitarian Engineer** - filter water

Food / sustainability related trip

Showcase (Year 4)

Jobs in the entertainment industry bring Electricity and Light topics to life!

- Sound Engineer** - make an instrument
- Lighting Technician** - become light detectives
- Electrical Engineer** - create a circuit
- Production Manager** - design a set with lights

Trip to a theatre to learn about sound and light jobs

iGame (Year 5)

Children create their own **computer game** while learning about jobs such as:

- Computer Programmer**
- Audio Engineer**
- Video Game Designer**
- Games Artist**

Trip to a Tech workplace

Fast Forward (Year 6)

Exploring jobs that don't yet exist!

- Re-generator** - reviving extinct species
- Space Architect** - exploring Virtual Reality!
- Pre-Crime Officer** - predicting future crimes

Trip to a STEM workplace

Careers Carousel





Teacher Feedback:

- 100% of teachers felt that iDiscover increased pupils' awareness of different STEM jobs.
- 100% felt that iDiscover increased pupils' understanding that race/or gender should not be barriers to a STEM career
- 100% of teachers felt that iDiscover increased pupils STEM-related skills.
- 100% of teachers felt an increase in confidence in teaching STEM subjects.
- 100% thought that the volunteers enhance the children's understanding of STEM and STEM jobs.



Year 3 teacher

It was an effective session visiting Green Lab and putting our practical skills to use.

Year 4 teacher

The electricity resource pack was most effective.

Year 5 teacher

Hearing stories from employees were most effective.

Year 3 teacher

The workplace trips and visitors were very informative, engaging and full of knowledge.

Pupil Feedback

Year 3

- 85% enjoyed their iDiscover trips and visitors.
- 80% of pupils are more interested in learning about STEM now.

Year 4

- 92% now understand that anyone can do a job in STEM.
- 80% of pupils enjoyed their iDiscover week.

Year 5

- 100% of pupils are more interested in learning about STEM now.
- 95% of pupils learnt how working hard at school can help them when they grow up.

Year 6

- 89% learnt more about different STEM jobs.
- 89% enjoyed their iDiscover week.

Year 3 pupil

I learnt that Sound Engineers control sound in concerts, theatres and movies.



Year 2 pupil

There are going to be new tools in the next 5 years and I'm kind of excited because I might work or test the new tools and jobs.

Year 5 pupil

I want to be a Coder now.



Thanks

Inspire! would like to thank the following people for their involvement with and commitment to iDiscover:

- Children, staff and parents at St Dominic's Catholic Primary School and other adults who were involved in the week.
- Staff at Green Lab, Billingsgate Market, Industrial Light and Magic, National Theatre, Sam Labs, Idean, Grant Museum of Zoology for hosting a workplace visit.
- Staff from London Met Police, EcoActive, Melanin Medics, Walsh, Wood Thilsted Partners Ltd, National Grid, WSP, NHS, Softwire, Boclips, Queen Mary University, Barts Health and Hoare Lea for providing volunteers to visit the school.

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