MAY 2024	EDUCATION & SKILLS NEWSLETTER	Adastral Park
(STEAM for Good'	This Adastral Park Education & Skills Newsletter brings you the top-level news from each member of our education & skills team in one place – celebrating our schools and industry collaborations. The Adastral Park Team support different aspects of school and student needs from running events to create STEAM [Science, Technology, Engineering, the Arts and Maths] interest in young people, to providing meaningful industry encounters, through to work experience and careers fairs. Don't forget to make the most of the virtual content that we have available: <u>https://atadastral.co.uk/education-skills/</u>	
EDUCATION https://atadastral.co.uk/	Please forward this Newsletter onto all Science, Technology, Engineering, Arts & Maths Teachers in your school. If this email has been forwarded onto you by someone other than us but you would like to receive the info directly, please email: <u>computerscience@bt.com</u> with your email address and school and we'll add you to our mailing list.	

The end of the academic year is fast approaching and we're looking forward to some exciting events still to come, including our **Design and Technology event**, **Technology Day** and various Skills **Escalator Days.** You can read about some of the activities from last term in this newsletter, including <u>British Science Week</u>, Introduction to Physical Computing, CyberFirst Investigators and our Outreach Events.

The University of East Anglia (UEA) are conducting research into how teachers in the UK use technology. Can you help by completing **this survey?** It should take no longer than 15 minutes.

We'll be holding our next **Teacher Advisory Panel** meeting on 1st **July at 4pm via Teams**, please email us at <u>computerscience@bt.com</u> if you'd like to join. If you can't join, we'd still love to **hear your opinions and suggestions**, so please drop us a line.

Outreach Programme - Do you have a venue we could use to run activities?

We're aware that for some schools the cost of transport to Adastral Park prevents them from taking part in our face-to-face activities. We are looking for alternative venues where we could hold events which are within walking/shorter travelling distance of several schools. If you have a venue with power, Wi-Fi access and where we could hold events for up to 60 students at a time, please let us know (email <u>computerscience@bt.com</u>). A huge thank you to Clifford Road Primary, West Suffolk College, Wickham Market Primary, Woodbridge School, St Joseph's College and Broke Hall Primary who have kindly offered us the use of their facilities so far.

DATES FOR YOUR DIARY

<u>UPCOMING EVENTS:</u> Note: All our F2F Events are FREE 13th June: Technology Day Years 10-13 – Adastral Park [fully booked] 5th June: Design & Technology Event Years 7-8 – Adastral Park [fully booked] 1st July: Teacher Advisory Panel - Online 8th & 9th July: Skills Escalator Day Year 2 - Ipswich (Suffolk ONE) 12th July: Skills Escalator Day Year 2 - Ipswich (West Suffolk College)

RESOURCES

- Case Studies from our Education & Skills Programme
- BIG Secondary CPD Event 24th June, ONE Sixth Form
- Youth STEMM Awards
- CREST Awards

PAST EVENTS & ACTIVITIES

- Virtual British Science Week
- Intro to Physical Computing
- Outreach
- CyberFirst Investigators
- First Lego League

CAREER & LIFE AT WORK

- Insights Experience
- Work Experience

EARLY CAREERS

• Opportunities at BT

UPCOMING EVENTS

TITLE:TEACHER ADVISORY PANELDATE:Monday 1st July 2024TIMES:4-5pmAVAILABLE TO:TeachersLOCATION:Online TeamsDETAILS:



We're looking for teachers to join our **teacher panel**. The panel will act as an advisory board for our programme, keeping us up to date on what is happening in schools and making sure our programme is engaging and inspiring.

Meetings to be held once a term, initially with virtual attendance but with an option of face to face at Adastral in the future. We are especially looking for more primary teachers to join us. If you're interested joining please email <u>computerscience@bt.com</u>

SKILLS ESCALATOR DAYS (SED) - YEAR 2

For more information on what the SED days are click here

The Schools Team will be participating at these SED Events:

- Ipswich (Suffolk ONE) Mon 8th & Tues 9th July
- Ipswich (West Suffolk College) Fri 12th July

There are also Events at Bury St Edmunds, Sudbury & Chatteris - details of all dates & locations and how to book your place can be found <u>here</u>

RESOURCES

WELCOME TO OUR CASE STUDIES!

How has our education and skills programme inspired students to study and explore STEM subjects? How have we supported our schools network to inspire the next generation?

We have pulled together a series of case studies to celebrate how we have inspired some apprentices and graduates to pursue their interest in STEM.





We have also reached out to our amazing schools network to share how we have supported them and their students in the world of STEM. You can read the first case studies here - <u>https://atadastral.co.uk/education-skills/case-studies/</u>

SUFFOLK & COLCHESTER COMPUTING HUB

The BIG Secondary CPD on: 24th June at: ONE Sixth Form College, Ipswich, IP8 3SU

A-Level, GCSE and Key Stage 3 CPD plus Networking event

Schools are entitled to 2 x £205 contribution to support cover

<u>Click here to join in!</u> <u>https://festivaloflearning.edlink.uk/</u> or email to book a place at <u>teachcomputing@easterneducationgroup.ac.uk</u>

Check out all the **FREE Face to Face** or **Remote** courses available at: <u>https://suffolkcomputinghub.edlink.uk/</u>

Face to Face [West Suffolk College and/or Adastral Park]:

- Leading Primary Computing Module 1
- Assessment of primary computing
- Computing for specialist teachers of autistic students
- Introduction to primary computing
- Developing and supporting programming within your primary school

Remote:

- Creative digital media projects
- Foundation knowledge of computer science for KS3 and GCSE
- Introduction to algorithms, programming and data for D&T teachers
- Teaching GCSE computer science: improving student engagement
- Representing algorithms using flowcharts and pseudocode
- Representing algorithms using flowcharts and pseudocode for OCR specification
- Introduction to Isaac GCSE computer science

Physical kit FREE CPD and Ioan: Physical computing can help bring the curriculum to life, we can offer Ioan of Physical Computing Kit; Crumbles, PICOs, Raspberry Pi's, Micro:Bits, BeeBots, Robots (Crumble and Micro:Bit), Lab:Kit for the Micro:Bits

Contact: teachcomputing@easterneducationgroup.ac.uk

YOUTH STEMM AWARDS



The <u>Youth STEMM Award</u> supports and inspires the next generation into STEMM. Students aged 11 – 19 can register and work towards a Bronze, Silver or Gold Award by undertaking STEMM-based activities at school, at home or online - including trips, visits and after school clubs, projects and work experience - so long as they are over and above normal lessons and homework. By logging hours they spend on each activity,







along with a description of what they learnt to their personal portfolio, they will receive their digital badge; medal and certificate on completion.

The <u>Youth STEMM Award Juniors</u> is a workbook and sticker pack designed to accompany hands-on activities and inspire younger

children to explore the amazing world of STEMM. It is completely free and an exciting way for children in Key Stages 2 and 3 to help develop their excitement, engagement and interest in the wonderful world of STEMM!

Remember you can count your time spent on our Virtual British Science Week, towards your Youth STEMM Award!

CREST AWARDS

CREST is the British Science Association's flagship education programme, providing enrichment activities to inspire, engage and connect young people aged 5-19 across the UK with STEM.

The scheme inspires young people to think and behave like scientists and engineers. CREST empowers young people to investigate issues they care about, helping them to see how science is relevant to their everyday lives and futures and raising their STEM aspirations at school and beyond.

The scheme also provides teachers and home educators with simple and adaptable activities linked to the national curriculum – from off the shelf 1 hour challenges to larger scale student-led projects of 70+ hours' work. Read more <u>here</u>

PAST EVENTS & ACTIVITIES

VIRTUAL BRITISH SCIENCE WEEK

Our virtual British Science Week content for 2024 is still live and available for FREE

"Time" was the theme for this year's British Science Week, and were really excited to be back supporting a special week of activities for schools, with input from experts across BT, industry, and academia.

We launched **<u>5 topics</u>** online in mid-March:

- Social Engineering
- Networks
- Diversity & Inclusion
- Internet of Things (IoT)
- Artificial Intelligence (AI)

Content for each topic included videos, profile cards, activity packs and a Q&A. We've had thousands of views already, so don't miss out!

Don't forget that we also have all of our previous British Science Week content from <u>2021</u>, <u>2022</u> & <u>2023</u> still freely available on our website, exploring everything from drones to robots, cybersecurity and much, much more.







INTRODUCTION TO PHYSICAL COMPUTING

We had two excellent days at Adastral Park on the 16th and 17th April, with over 200 Primary students attending our 'Introduction to Physical Computing' sessions, using **Edison** robots, **Micro:bits**, **CrumbleBots** as well as visiting our showcases!



Micro:bits are tiny, pocket-sized computers and during this event, students learned how to program these devices to perform tasks like taking the temperature, making music, and using sensors to switch LEDs on or off. Some even advanced onto the activities that involved sending data between different pairs' micro:bits using Bluetooth.

An **Edison** is a programmable robot which students used, in pairs, to code to flash their lights, navigate road-like routes and detect black lines. These activities not only introduced students to basic programming concepts but also encouraged tinkering, teamwork and problem solving.

CrumbleBots are another form of programmable robot that use a different block-based programming language. These challenged students to explore analogue and digital inputs and outputs as well as some line tracking and making colourful LED displays.

As well as the hands-on programming workshops, students had the opportunity to visit our technology showcases. These featured demonstrations of cutting-edge technologies including virtual reality (VR), artificial intelligence (AI), and holograms, all helping to inspire them to think about a future career in technology.

The feedback from teachers was really positive, with students leaving the event with a newfound enthusiasm for technology: "lots of children have said it's made them more interested in STEM and robotics. Several interested in technology careers in the future".

OUTREACH EVENTS

The team have been busy bees these past couple of months travelling near and far to deliver lots of Computational Thinking workshops to primary students. We've been out to Woodbridge



School, Sudbury Brownies, St. Joseph's College, West Suffolk College's University Professional Development Centre, New Hall School (Chelmsford), Wickham Market and Haverhill, seeing just shy of 1000 students during those visits!

We took the Edison robots and Micro:Bits along with us to help try and dispel the myth that computing is boring or difficult. A standout feedback comment for us which proved the value of these sessions said: "One child said, "I didn't think I was any good at computing but look what I've achieved"".

Thank you again to all of our wonderful hosts at the venues mentioned above. We hope these outreach events are allowing more of you to get involved with our events.

CYBERFIRST INVESTIGATORS

On Saturday 23rd March, Adastral Park hosted 50 year 7 and 8 students for a CyberFirst Investigators event, working with the National Cyber Security Centre, The students explored lots of different cyber techniques, including cryptography and steganography to solve a (fictitious!) crime.

FIRST LEGO LEAGUE

Adastral Park was proud to host the regional final for the First Lego League competition again this year. Competition on the day was fierce! Huge congratulations to the winners from Thorpe Hall School, we wish them lots of luck in the national finals.

CAREERS & LIFE AT WORK

<u>Adastral Park</u> is a fantastic campus. We like to reach as many students as possible to introduce them to opportunities here and inspire and guide them into a bright future.

Careers & Life at Work:

Please find general information about Work and Insights Experiences, Assembly Sessions, and T-Levels on the <u>Adastral Park Life at Work</u> page.

Insights Experience Season - Update

Our Insights season is now closed and will start in September '24 again. 'Thank you!' to all who visited, we hope you enjoyed your time here. The <u>registration form will stay open</u>, and we will take <u>enquiries via email</u> for September 2024 to February 2025 as well.

Work Experience - Update

We have received very large numbers of registration of interest and with Easter happening very early this year, we didn't quite manage to contact all students who registered interest, yet. We are still creating placements and assigning students. All students will receive an email in due course, as to whether or not they secured a placement.

EARLY CAREERS

Opportunities at BT

For all Apprentices & Graduate Opportunities please visit: Graduates & Apprentices - Early careers - Careers | BT Plc

MEET THE TEAM

Don't hesitate to contact our fantastic education team - they are here to help you! email: computerscience@bt.com/rita.nauck@bt.com.











Shane Allum, Luke Johnson, Sarah Mackenzie, Penny Davies, Rika Nauck, Carol Fletcher

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