



STEAM Project

Ambassador Call Out

Undergraduates and Apprentices

**Energising and inspiring the next generation
of creatives in the field of STEAM**



About Déda and the STEAM Project

Déda is an arts venue in the heart of Derby. Our mission is to enrich people's lives with dance and the arts. We believe that the arts can give people the keys to open-up doors to new places and spaces. That the arts inspire and energise people and that it improves people's lives.

Our work in the field of STEAM is very important to us as much of our programme sits in the crossing-over point between the arts and STEM including our work in learning, participation and engagement as well as producing and presenting.

Our partner schools on this project have been working with us for over three years on a variety of projects and we have developed a signature way of working which is defined by curiosity and innovation. Many of the children from these schools are from disadvantaged backgrounds or protected characteristics and are identified as underrepresented in careers related to STEM. This project addresses that as a key output.

Funded by the Royal Academy of Engineering's Ingenious Fund, we hope to create one big, exciting, creative experiment this summer, which will energise and inspire all who take part.

[Watch the STEAM trailer here.](#)



**The STEAM Project was shortlisted for
Mainframe Derby's 'Creativity for Good' Award 2020.**



Volunteer Brief and Role Description for Undergraduates and Apprentices

This project combines dance and the arts with STEM subjects to make STEAM (Science, Technology, Engineering, Arts & Maths). Designed to energise the next generation of creatives in the field of STEAM, it brings together a uniquely creative partnership of primary school children, teachers, artists and STEAM ambassadors in one big, exciting, creative experiment.

We are looking for people to join in this uniquely creative partnership and it could be you!

If you are looking to develop your public engagement skills and interested in experiencing what it's like to be a STEAM ambassador, then the STEAM Project could be for you!

What you will gain from joining the STEAM Project

The opportunity to take part in public engagement work with children, seeing them develop in confidence, knowledge and understanding over the course of the project through their interactions with artists, teachers and of course you.

- Develop your skills and confidence in designing, delivering, and evaluating public engagement activities with children.
- Working as part of a uniquely creative partnership team.





Project Detail - what you will be involved with

Planning	Research and development with Dance Artist to devise exciting ways of engaging children.	1hr x 6 wks	Essential
	Independent planning of a STEAM Club talk alongside a STEM professional, based on energy	1hr x 6 wks	Essential
STEAM Clubs	Attendance at 6 weekly STEAM Clubs (via an online platform) including giving a 15 minute talk alongside a STEM professional, observing the session and taking part in a plenary.	1hr x 6 wks	Essential
	30 minutes observation of the rest of the session		Essential
Sharing	STEAM club children to share their learning (hopefully to the other schools involved in the project via digital means)	3 hrs	Desirable
Evaluation	Take part in project evaluation as requested by STEAM Project Team	2 hrs	Desirable

We will be working with KS2 pupils from three primary schools in Derby.

Project Schedule for 2021

March	Project commences in schools with introductory films. Induction to the project for STEAM Ambassadors
12 April - 28 May	6 x weekly STEAM Clubs begin and include talks from STEAM Ambassadors
June	Sharing of findings from the STEAM Clubs
July	Project evaluation/round up



"I am really enjoying the delivery of the project.

The children are so engaged, and it really puts into perspective the great work we are doing and the benefits it has in terms of inspiring the children" - STEAM Ambassador

Commitment

We would like Engineering or Science undergraduate students and apprentices to become the project's STEAM Ambassadors.

Getting involved with planning, delivering and evaluating up to six STEAM clubs in an allocated school.

This is a commitment which will total approximately 3 hours per week for 6 weeks (18 hours).

In addition, you will be asked to view some introductory material totalling 1 hour and have a 1-hour induction session with the project team (2 hours).

Following on from the STEAM Clubs you will have the option to attend a sharing of the findings from your allocated school's STEAM Club, with the other participating schools (3 hours).

And finally, you will be asked to take part in a project evaluation which may include answering surveys and being interviewed (2 hours).

Making the total time commitment a minimum of 20 hours and a maximum of 25 hours. There may be further opportunities to gain mentoring experience from experienced STEAM Ambassadors who are already in STEM or STEAM careers.

This project will fit well with a 30-hour placement.

All aspects of your engagement will be digital. You will therefore need your own pc, tablet or laptop with a webcam and reasonable internet connectivity.

How to Apply

If you would like to apply to become a STEAM ambassador, please send a brief expression of interest, including your experience in engineering and/or STEM, to Rachel Austin at r.austin@deda.uk.com by Tuesday 30th March 2021. We will follow up with a Zoom meeting to discuss the role in more detail. A reference from your employer or professional in your industry is required. We may also carry out a DBS check on agreement.