



Camden STEAM Hub

Background

The Camden STEAM Commission's recommendations included launching a STEAM Hub to facilitate a more connected curriculum in Camden schools and encourage greater fusion in creative, digital and scientific education.

The Commission heard a wide range of evidence on the benefits of engaging young people in creative projects and embedding creativity within STEM teaching, in supporting young people's learning, confidence, and future employability. There are also great examples of this already taking in place in Camden:

Despite these initiatives, the Commission was concerned to hear from many educators that whilst opportunities for cross-curriculum learning were often possible in primary, the conditions were more difficult in most secondary schools. The constraints of the national curriculum in maintained secondary schools and recent changes at Key Stages 4 and 5 levels have made the combining of creative subjects with STEM subjects and the creative teaching of STEM harder to deliver. Subject choices are also limiting students' exposure to a broad curriculum.

The Commission recommended that Camden to play a facilitating role, building commitment for combining creative, digital and science subjects with school and college leadership and enabling links between businesses and schools. Teachers should also be able to access resources that provide the opportunity for cross-curricular work and that draw out the skills needed for future jobs.

STEAM Hub programme

Five Camden schools have taken on this challenge and are leading the design and delivery of the Camden STEAM Hub, with support from Camden Council and Camden Learning.

The Camden STEAM Hub is an innovative year-long programme for senior teachers from 20 primary and secondary schools, with a focus on piloting and developing best practice approaches to embedding STEAM approaches both in the curriculum and across a school's provision (e.g. careers education, employer engagement, enrichment, and extra-curricular provision). Each school taking part went through an application process and committed to prioritising STEAM at a strategic level.

Through a series of intensive training modules led by curriculum experts, businesses and arts organisations; coaching; inter-school collaboration; and employer support, schools are being equipped to embed a high-quality whole-school approach to STEAM, and to build impactful relationships with employers. The Hub launched in September, and will culminate in July with a STEAM Exhibition showcasing each school's projects and learnings. We intend to share this innovative practice and practical toolkits with schools both within Camden and nationally.