

#INSPIRANATION now

5,000 copies of this newspaper were published for STEAM Co.'s first major event: #INSPIRANATION at The Sunday Times Festival of Education at Wellington College 18-19 June 2015.

Many thanks to all our sponsors, particularly Barclays and our supporters BMW, BT, Cass Art, Dell, Google and National Grid.

It was printed with TLC by those super people at Newspaper Club.

See <http://bit.ly/inspiration> for write up/photos/film.



STEAM Co.

**FREE DOSE OF INSPIRATION
WITH EVERY ISSUE.
YES IT'S #YOURTURN**

Sponsored by
BARCLAYS



STEAM Co: WALKING THE TALK POWERING COMMUNITIES TO INSPIRE PRIMARY CHILDREN WITH CREATIVITY

Live and direct from The Sunday Times
Festival of Education 18/19 June 2015.

Not long back from #SCOL1, our first
Liverpool launch, and we had a call
inviting us to take it to another level.

So it's time to #INSPIRANATION:

Activities - 20 creative thinking and
doing activities for children to try.

Talks - daily by a range of artists.

Debate - Are we teaching creativity out
of our children? 2pm Thursday.



AUGMENTED REALITY?

Wherever you see this Blippar logo
in this paper you should be able to
play a video on the page.

Simply install the Blippar app on
your smartphone or tablet and
view the image, and keep checking
as we'll be updating the films.



LIVERPOOL LAUNCH

STEAM Co. had its first regional
2 day launch event in Liverpool
this year with a STEAM Co. Day for
local children and a day of talks for
carers, teachers and creatives.

A Q&A with Sir Ken Robinson in LA
capped it off. See page 11.



CO-CREATIVITY

For 4 years, we've powered communities to inspire primary children with creativity by giving them STEAM Co. Days - a day of 20 STEAM skill thinking and doing activities.

We now want to roll it out across the UK and need partners, people and businesses like you

to demonstrate a belief in our children's futures, all our futures and to inspire collective action.

We believe we're all artists and STEAM Co. is about coming together. Carers, creatives, schools and the community collaborating, working together.



COLLABORATION



CARERS

We define carers as people who care, care about children, their futures and all our futures.

These carers might be parents/carers wanting to get more involved in school, artists in the community or employees from our sponsors.

They might be older children from secondary schools or universities.

Indeed an OFSTED inspector has told us that sixth form participation in a STEAM Co. Day could make all the difference for an 'outstanding' score for a secondary school.



"WE HAVE A RECEPTION PARENT WORKING WITH PARENTS FURTHER UP THE SCHOOL. IT'S A MEETING OF MINDS"

Ms Lindsey Woodford
St Saviour's C of E Primary
Paddington

SCHOOLS

Prof Robert Winston has said 'You've got to get them in Primary'.

But primary teachers are flat out teaching children to read, write and do maths. There's never been a tougher time to be a teacher with

such a range of subjects to cover.

A STEAM Co. Day compliments their skills and provides inspiration for activities into the year.

St Saviour's School now has two Code Clubs, for KS1 & KS2 children, and an Eco Car Club and is a TES Awards finalist. Blip photo below!



A UNIQUE AND TOTALLY INCLUSIVE COLLABORATION OF CARERS, CREATIVES, TEACHERS AND THE WIDER COMMUNITY



CREATIVES

We bring creatives into primary schools (people and companies) from across the arts, sciences and technology, people who make a living from their creative skills.

And a major objective of STEAM Co. Days is to create work opportunities for the UK's creative talent.

Above Emma Mawston, Head of Design at Liberty of London works with children on a design activity and Horrible Science illustrator, Tony De Saulles runs a drawing workshop.



COMMUNITY

We get great support from businesses, and local companies either financial help or people sharing their ideas and skills or lending a hand as here at Willow Bank Primary in Bexley. (See film)

Lego, Ford, IKEA, Raspberry Pi, National Grid, Google and United Biscuits have helped us in the past.

A key part of our roll out will be to build collaborations with community STEAM creativity across the country: creative people and companies, trade associations, museums / galleries, schools/ colleges, media and engaged philanthropic organisations like the RSA and community bodies.





FORKBEARD

We first came across Forkbeard Fantasy at a retrospective of their work at the Southbank a few years back. You won't believe what we saw in this barn in deepest Somerset on a visit to see them.

So be sure to check out their animation feature and talks at #INSPIRATION.

CODER CORNER

We were delighted when Barclays offered to sponsor #INSPIRATION and frankly made it all possible given the tight timings. Members of their Digital Eagles, volunteers within the bank that help their communities, will be running the Coder Corner activity.



#INSPIRATION

REIMAGINING NORMAL

The ultimate coffee table book must be 'Reinventing Normal', a book of zany inventions by our first #INSPIRATOR Dominic Wilcox.

Here he helps the children develop 'outside the box' ideas, often with remarkable consequences.



U U UKULELE

Never under estimate the power of a humble Ukulele to transform educational achievement. Really!

We're going to make Uke's out of marg tubs with The Utterly Butterly Ukulele project and have a jam at the end of every day.



ROCKET SCIENCE

Here the children learn about forces, propulsion and how much fun you really can have with a sheet of recycled A4 paper (unshredded).

Mums, dads and other carers help them make an Air Rocket and fire it over the school with a bike pump!



NEWSPAPER ENGINEERING

One of our favourite creatives is inventor Darcy Turner who makes machines that do cool things.

The one we like most rolls old newspapers into titanium strength rods for building things with! #EPIC



A FEW THINKING AND DOING #STEAMSKILLS ACTIVITIES

We've crammed as many of the activities you'd find on a typical STEAM Co. Day into our Big Top for you to try, all listed out on a Passport, which gets a stamp as you go.

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Meet the Whizz Professor who will show you Maths-Whizz, a virtual maths tutor for 5 to 13 year-olds that has inspired young minds the world over, and himself.



A TASTER OF STEAM CO. DAY ACTIVITIES, TALKS AND A DEBATE SO YOU CAN SEE WHAT WE DO AND BE INSPIRED ENOUGH TO DO IT YOURSELF. YES, IT'S #YOURTURN

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And #INSPIRATION is no different but there are enough grown up talks at the festival so here are a few for the children. Blip the photo!



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Brigitte West : Beauty and the Geeks

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Dominic Wilcox : #INSPIRATOR and Inventor

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Ed Jobling : ForkBeard Fantasy

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Barclays Digital Eagles and Kano

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Chris Smith : Story Telling Schools

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Dame Julia Cleverdon : Vice Pres, Business in the Community

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Steve Lewinson : Musician, Simply Red



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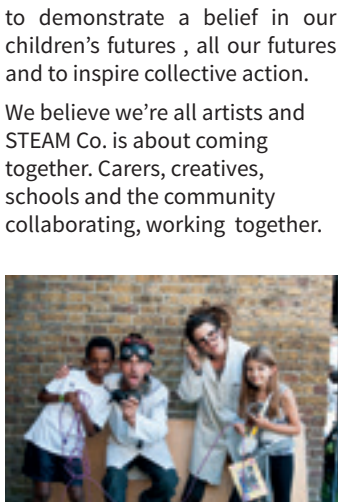
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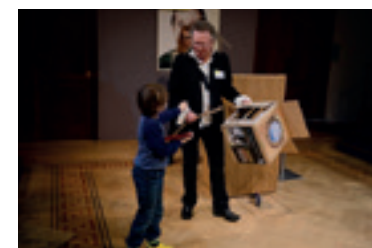
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BARCLAYS DIGITAL EAGLES

To help its customers master the internet, Barclays have more than 12,000 Digital Eagles ready to help.

As part of this initiative, monthly 2-hour coding sessions are run for children aged 7 to 17 in selected branches. It's a really fun way to learn the basics and develop digital skills for the future.

Younger children can get coding with Barclays Code Playground.

Barclays Digital Eagles have teamed up with Kano and their 'computer kids can make' to run the Coder Corner at #INSPIRATION.



IT'S BUSINESS IN THE COMMUNITY



NATIONAL GRID

We saw National Grid's CEO Steve Holliday talk at a CBI Education conference about the need for a skilled workforce.

They have a wide range of education initiatives including Vex Robotics and we were delighted when they offered to sponsor STEAM Co. for a year.



IT'S ALL ABOUT CONNECTIONS

"Business in the Community is Prince Charles' Responsible Business Network.

Its members work together to tackle a wide range of issues that are essential to building a fairer society and a more sustainable future.

"One of the big challenges society faces is 'connecting the unconnected' so more people can benefit from the wealth of expertise, experience and enthusiasm in our communities.

STEAM Co. are building bridges between art, academia and business to education.

This is to everyone's benefit - young people as well as the community around them."

Dame Julia Cleverdon
Vice President
Business in the Community

www.bitc.org.uk

A key aspect of STEAM Co. is connecting the community beyond schools, and that's where businesses come in.

We're delighted that Barclays, BT, Dell and Google have stepped up at short notice to help with #INSPIRATION as, in the past have firms like Cass Art, Ford, Lego and IKEA. But it's not all big corporates as many local firms have helped on STEAM CO. Days on a local basis.



BT AND CURIOSITY

STEAM Co. Days are school days like no other and this was one like no other, at the top of the BT Tower.

We were blown away when BT asked us to help them launch and celebrate National Inventors Day to pay tribute to the creativity and pioneering spirit of UK inventors.

And that was the day we met Dominic Wilcox, our first #INSPIRATOR.

BT carried out a wide-ranging study, which involved more than 2,000 adults and 1,000 12 to 16 year-olds, uncovered key challenges that need to be tackled to secure Britain's inventive future.

They found as pupils move through secondary school they are less likely to feel themselves inventive.

To address these issues and help make invention more mainstream and accessible, the report highlights the need to update what it means to be inventive.

More in our blog on our website and be sure to Blip the image below.



UK ROLL OUT

Having proved that communities will come together to run STEAM Co. Days and that they make a difference as well as be good fun for everyone involved, we woke up in 2015 on a mission to roll it out across the UK.

Via regional launch events, large and small as well as everything you need to run a STEAM Co. Day packaged up in a #PopUp.

But where to stage our first regional launch weekend?



CAMBRIDGE, BRISTOL, NEWCASTLE, GLASGOW?

We're not sure where the next regional launch event will be, and are talking to a number of cities.

Ideally people there will want to run Days with a few tips off us, which is the STEAM Co. way: providing resources, inspiration and activities from the centre that can be used anywhere across the STEAM Co. community.

Do get in touch if you want to make a launch event happen.

#SCOL1: LIVERPOOL LAUNCH

WITH SIR KEN ROBINSON

We chose Liverpool as our first launch partner, or did Liverpool choose us? We certainly weren't arguing about it.

It's home of many of the world's famous creatives, people who used their creativity to start whole industries or to issue wake up calls to the world.

And we were offered the use of an epic venue, home of two of the UK's most amazing schools within the Northern Schools Trust.

The Contemporary Urban Centre (CUC) is a former arts centre that was converted to support Liverpool's year as cultural capital, from an old Tate and Lyle sugar



warehouse in the old docks, now the thriving 'Baltic Triangle' creative quarter.

It's now home to two of the trust's schools: Liverpool Life Sciences UTC and The Studio, both power houses for developing STEAM skills in the opportunities they now offer the local 14-19 year olds who study there and are going on to great things (on one visit a group of soon to be leavers had been invited to Balliol College Oxford).

We were made very welcome by the local civic and creative communities: It's Liverpool., Baltic Creative and various creative individuals and agencies.



DAY 1 : SAMPLER STEAM CO. DAY
To show local parents, schools, creatives and businesses what a STEAM Co. Day looks and feels like we helped the staff, pupils and local community of Liverpool run one, in the CUC for local children.

We were delighted to announce that the day would also include an exclusive keynote talk by the global education guru Prof Guy Claxton, author of 'What's the point of school' and the Building Learning Power programme.

He showed how his thinking has transformed schools in the UK and talked about his new book 'Educating Ruby'.



DAY 2: DAY OF TALKS

The Saturday was a day of 25 inspiring short talks by world-class global and local speakers, thinkers and doers, teachers, parent and creatives on creativity, education and community.

A highlight of the day was an interactive Q&A with Sir Ken Robinson from LA on his new book 'Creative Schools' which launched that week.

Blip the image above to watch a short summary film of the day or go to the STEAM Co. website where we'll be posting more films in the coming weeks.

HELP US STEAM Co. DAY POP UPS

From here we'll be raising funds to build a set of resources that every school community in the UK can use to run their very own and very special STEAM Co. Days.

We need people to sign up so we can keep you posted - carers, creatives, business and schools.

And we need sponsors.

Sign up at: www.steamco.org.uk

Follow us at: @st3amco



#YOURTURN

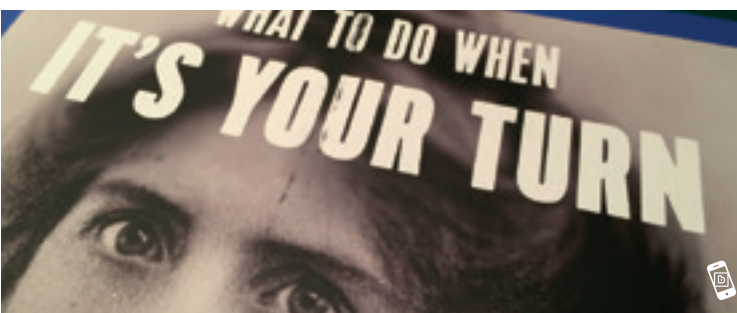
'Your Turn' by Seth Godin was another big book we blogged on at the start of this year.

One of the world's most renowned marketing gurus and 'rucus maker', Seth knows what makes people tick and how to drive behaviour. Check out 'Stop stealing dreams' - his paper on education.

This book is about doing something, making a difference, like running a STEAM Co. Day? ;-)

Blip the image for a bit of Seth.

Get your copy exclusively in the UK from www.Anglo-American.co.uk



Here's to the crazy ones. The misfits. The rebels. The troublemakers. The round pegs in the square holes. The ones who see things differently.

They're not fond of rules. And they have no respect for the status quo. You can quote them, disagree with them, glorify or vilify them.

About the only thing you can't do is ignore them. Because they change things.

They push the human race forward. And while some may see them as the crazy ones, we see genius.

Because the people who are crazy enough to think they can change the world, are the ones who do.

To enable people to get going and running their own STEAM Co. Days we're putting together a simple kit to let you run a Pop-Up STEAM Co. Day as good as any other.

With a Pop-Up STEAM Co. Day, you'll get everything you need to power your community to inspire your children with creativity. Just add children and carers

All you need is a bunch of primary school children. A willing head teacher and a bunch of carers.

See the website for more details.

MANY THANKS

All these generous people, and more, who helped us get this far.

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The power to do more



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See <http://bit.ly/inspiration> for write up/photos/film.