The Camden STEAM Hub Leadership Programme trains middle and senior leaders to develop a STEAM curriculum and embed STEAM in the school’s careers and employability provision. It equips them to deliver sustainable, whole-school improvements by developing leadership skills and curriculum design expertise.

Over 12 months, the STEAM Leaders will design, implement and evaluate a whole-school improvement strategy that ensures progress towards a fusion between the creative and STEM disciplines, as well as the eight Gatsby Career Benchmarks; a statutory requirement by 2020. The programme is tailored to meet the needs of each school and provides a foundation for long-term improvement through half-termly training days and personalised support.

One or two staff should be appointed by each school as STEAM Leaders, who will commit to the Hub for the year, implement their learning in school, train and equip colleagues, and share their learnings more widely with Camden schools. These staff should be well-placed to influence STEAM at a curriculum-level and whole-school level, and/or those with a particular interest in STEAM. STEAM Leaders might be:

- Curriculum leads from STEAM departments. For secondary schools, it would be beneficial to have curriculum leads from both science and an arts subject involved.
- Middle/senior leaders with oversight of curriculum, careers, enrichment etc.
- More junior staff with an interest in STEAM, if paired up with a more senior colleague.

STEAM Leaders will benefit from close collaboration with other schools on this innovative and high-profile project; curriculum co-development with leading employers and organisations; access to exciting opportunities for their own development, for their school and for pupils; and tailored support from the Hub lead schools.

Schools that received funding for STEM labs should join the Hub, and will be supported to use the labs creatively and to share the facilities with other schools.
Overview of events

STEAM Launch – 18th September at the Francis Crick Institute
Session 1 (Whole day) - September 27th venue tbc
Evaluation of current practice and diagnosis of priority need.
Expert led training on curriculum design.

Session 2 (Twilight) - 11th October : Curriculum Planning
Session 3 (Twilight) - 13th November
Working with leading businesses and cultural institutions from Camden to plan for final products and authentic learning outcomes.

TERM 1, TERM 2 & TERM 3
Session 4 (Whole day) – 25th January at Torriano Primary
Session 5 (Twilight) – 21st March - Leading change –
A session dedicated to your leadership development where you’ll reflect on your action research project, and the challenges and successes you’ve had so far.
Session 6 (Twilight) – 30th April
Session 7 (Half day) – 5th June

July STEAM Exhibition and Camden Passport Launch 10th July

Combining what we would historically describe as the Sciences and the Arts, together with entrepreneurship, will be the key to the future of business and individuals’ life chances, developing people with creative flair and technical excellence” – Dinah Caine CBE, STEAM Commission Chair