

Thanks to generous funding from the Government's Local Growth Fund through Coventry and Warwickshire LEP, we have fantastic equipment to help you enrich your curriculum and engage your students with Science, Technology, Engineering and Maths as well as other subjects.

## GET IN TOUCH

Our vision is to support local and regional schools in getting young people excited about science, technology, engineering and maths. We want to work with you to provide activities that directly enrich and support your teaching. These facilities do not usually exist in schools and we want to share them with you.

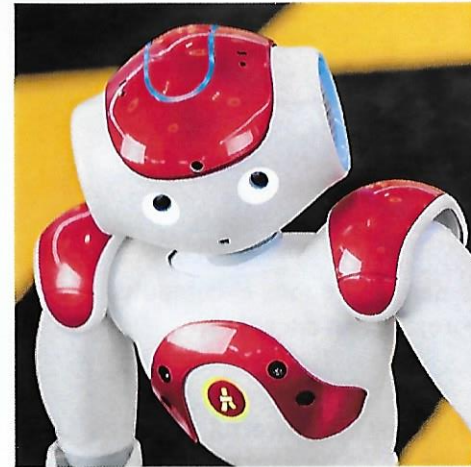
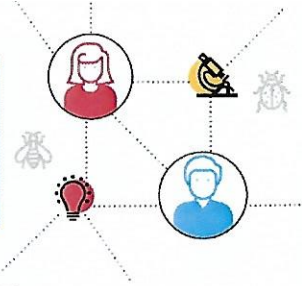
Email us on [stem@wcg.ac.uk](mailto:stem@wcg.ac.uk) to find out how we can develop a programme to suit your school's needs or complete the survey by scanning this code.



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# STEM CENTRE



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## SUBJECT AREA WORKSHOPS

WCG will provide a rolling programme of specialist workshops in the following areas to inspire your learners using the latest technology. Workshops will be designed to stimulate interest in STEM subjects amongst your learners and to inform options choices at Key Stage 4 and beyond.

We will create our sessions around the needs of your learners. Please contact us to tell us your requirements.

- Sports and Health Sciences
- Engineering and Advanced Manufacturing
- Forensic and Human Sciences
- Animal Science
- Computer Programming and Robotics
- Virtual Reality and Games Design

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## FACILITIES

Reaction wall - to test student (and teacher) reaction times - can be used as part of investigations into fitness, health and sport.

Dual projection facility - used for largescale demonstrations of computer games and other interactive screen based projects. An excellent presentational tool for large groups.

NAO robots - our two robots may be small but they are powerful. They can be programmed to perform a number of tasks including dance routines, face recognition, movement, reciting poems and scripts.

Infrared spectrometer - used to analyse chemical evidence at crime scenes or other locations as well as the composition of various substances.

Virtual reality technology - software and goggles (for up to four people at the same time) to explore various virtual worlds and simulations through VR. The potential applications of this are endless.

3D Printers - used in conjunction with CAD software for rapid prototyping and manufacture.

## STEM WORKSHOP DESIGN

### 1. INSPIRE

- Large scale presentations to set the context and inspire learning
- Linking the subject to real world experiences
- Videos, animations and Virtual Reality demonstrations to bring subjects to life

### 2. DISCOVER

- Small group work around a carousel of workstations
- Touch screen PCs to support resource based discovery learning
- Hands on experience of using equipment

### 3. CREATE

- Team problem solving tasks
- Experimentation, Design and Build projects
- Hands on creative learning

### 4. SHARE

- Presentation of outcomes
- Solutions rendered on a large scale
- Links to future learning reinforced