

## Celebrating Success at Camden STEAM Work Experience Week 2023

Thank you to each secondary school for supporting students to take part in STEAM Work Experience Week. The week brought together over 250 enthusiastic Year 12 students from all Camden secondary schools and the college. The programme aimed to provide students with insights and hands-on experience at a range of STEAM employers across the borough. The week was filled with exciting opportunities and eye-opening encounters, ensuring that students left inspired and motivated to pursue careers in Camden's thriving STEAM economy.



With the support of Camden businesses and institutions, a total of 17 different work experience placements were made available to the students. These placements included a broad range of STEAM employers including Google, Lendlease, Camden Spark, Camden Council Inclusive Economy, Camden Council Digital Services, Hoare Lea, BAM Nuttall, Bennetts Associates, British Library, Moonbug, SCS JV, St George, Labtech, Models 1, British Land, Arup Architecture, and Cadent Gas. Through authentic real-world projects, mentorship, and exposure to STEAM roles in Camden, the students left with a newfound passion for STEAM careers and a clearer vision of their professional paths.

One of the highlights of the week was at our flagship STEAM Work Experience partner, Google, who hosted 100 young people for the fourth year at their HQ in 6 Pancras Square. Students had the chance to work closely with mentors and architects, collaborating on plans for the new Google HQ space in Kings Cross. The focus was on considering equity and environmental issues, fostering a sense of responsibility towards the community and the planet. Students

demonstrated outstanding presentation skills to creatively showcase their ideas at Google to an audience of over 100!

Moonbug Entertainment provided students with an incredible opportunity to explore creative roles, from scriptwriting to digital design. Participants gained valuable insights into storyboard design and music creation, immersing themselves in the world of imagination and artistic expression. Meanwhile, Lendlease, a global property development company, showcased a diverse range of roles. Engineers, architects, and software designers opened their doors to the students, allowing them to witness first-hand the multifaceted nature of property development. One of the highlights of this placement was the chance to meet a blast engineer during a visit to Arup, which left a lasting impression on the students, and using an AI programme to generate images to re-design parts of Euston. See more highlights of the week [here](#).

Throughout the week, the impact on the students was immeasurable. Many students expressed their gratitude for the quality of the experience and the inspiration they gained from experiencing the broad number of roles within Camden's STEAM economy. Camden Learning's STEAM team extends its thanks to everyone involved in making this event a huge success. To the dedicated career leads and teachers who encouraged students to sign up and helped them prepare for these invaluable placements; to the employers for their commitment to designing and delivering such diverse and impactful work experience placements for a large number of students; and to partners Speakers for Schools, who provided essential support in the administration of the week. From promotion and recruitment to monitoring student attendance throughout the week, their contributions ensured the smooth delivery of this transformative program.



The Camden STEAM Work Experience Week has played a significant role in shaping the futures of the participating students. To that end we encourage schools to build feedback and reflection from the student experience into their personal development curriculum. Students should be supported to unpick the knowledge, skills and understanding of the various roles they experienced over the week to help them make informed choices about their future.