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| **Placement Provider:** | Foundation for Art and Creative Technology (FACT) |
| **Project Title:** | Art and Science Learning Programme |
| **Post:** | Project Development and Support |
| **Start Date:** | On-going until October 2017 |
| **Duration:** | To be discussed |
| **Deadline for Applications:** | On-going |
| **Description of Placement:** | |

Our Schools programme for 2016 will focus on art and science, strongly supporting the growing case for STEM education (Science, Technology, Engineering and Math) to include the letter A and become STEAM, integrating art and design subjects. We believe that true innovation resides in the combination of the mind of a scientist or technologist with that of an artist or designer, and that the two fields should be fused to teach new approaches to creative problem solving. We will continue to promote enquiry-led learning by growing previous programmes such as Cloudmaker (which used Minecraft to teach biology in the classroom). We will work closely with teachers, educators and researchers to co-design innovative lessons around the existing curriculum, and document the processes through formative evaluation and academic papers. Partners and funders (confirmed and speculative): CERN, Geneva; MerseySTEM; Studio School; Science and Technology Facilities Council, London; SLiCE; school partners. Teachers' Forum Throughout 2016 This network aims to contribute to the debate around the STEAM agenda and empower teachers to incorporate experimentation and exploration in their classroom through the use of creative technology. The programme consists of network meetings, show and tells, master classes and training, led by artists, technologists and educators. The Forum will also help to steer our work in education as we go forward.

Partners and funders (confirmed and speculative): MerseySTEM; Science and Technology Facilities Council, London; SLiCE; school partners.

| **Expected CPD Outcomes :** |
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Networking skills, planning skills in large scale project delivery, in depth knowledge of a leading NPO working environment

| **Specific Skills/Experience/Training Required for the Placement:** |
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Microsoft Office and Google Docs, confident phone and interpersonal manner with high level stakeholders, knowledge of contemporary theory and practice in arts and the sociological impact of digital spaces and appropriate research.