**ACTION PLAN – Discover Programme**

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| **ORGANISATION**  Creative Spark is a not-for profit social enterprise who provides a place to learn. It offers mentoring and training programmes in creative skills, entrepreneurship, innovation and creativity. We seek to raise the level of educational benefits to the community by developing accredited programmes with local educational institutions and to increase the level of participation in STEAM outreach programmes by schools and community groups.  We aim to develop the local cultural and creative sector and activate culture and creativity in the community. Today’s Youth will be tomorrow’s Professionals and we seek to develop impactful training programmes for young people to ensure we have a high quality of entrepreneurs going into the future. Our mission is to deliver diverse programmes that reach and activate cultural and creative entrepreneurial people in our community by building capacity and staying ahead of requirements for successful and innovative entrepreneurship.  Since 2012 Creative Spark voluntary Board of Directors and a team of experienced professionals, with support from funders and stakeholders, work to achieve our vision. By 2030, one job out of two will have disappeared, and 60% of jobs that will be performed do not exist yet. We want to be a key driver ensuring that our region is prepared.  Creative Spark aims to advance education and benefit the community and wider region through providing opportunities to improve core skills, aid learning processes, raise confidence and self-esteem, key competences for lifelong learning.  Our vision is to provide a collaborative environment where learners, educators, innovators, start-ups, SMEs, creative industries and the local community can meet and exchange ideas, knowledge and best practice – to provide economic opportunity and development across our region. |
| **OBJECTIVE**  The Enterprise FabLab @ Creative Spark has a defined ambition to stimulate Enterprise, Creativity, Innovation and Education in the North-East region. A FabLab is a place to create, to learn, to mentor, to invent, to play: a place for learning and innovation. A central location which provides access to the environment, the skills, the materials and the advanced technology to allow anyone anywhere to make (almost) anything.  FIRST® LEGO® League Discover is a learn while you play, STEAM program geared toward children in Junior and Senior Infants. It seeks to inspire youth to experiment and grow their critical thinking, coding, and design skills through fun hands on STEM learning and robotics. Children work together to wonder and question, build and tinker, listen and share. As they work, they develop valuable habits of learning and key skills: Perseverance and problem solving, Team working, Applying previous knowledge, Confidence, Language and literacy, STEM skills.  STEAM Education & outreach is fundamental to the FabLab project and seeks to invite, young and old, to explore, engage and upskill in Science, Technology, Engineering, Arts and Maths. By involving people as early as possible in STEAM we can inspire future generations to develop the competences needed to thrive and shape our ever-changing world and to spark excitement and enthusiasm in STEAM careers in the North East.  With support from Change X, we seek to achieve equality of learning and access to STEAM education at the primary school level. Globally there is a deficit of graduates in Science, Technology, Engineering and Mathematics (STEM) subjects and a disjointed approach across Europe to Science, Technology, Engineering, Arts and Maths (STEAM) STEAM education.  This project will enable us to broaden the participation of an underrepresented and educationally disadvantaged group in STEM by focusing on reaching, Delivering Equality of Opportunities in Schools (DEIS) schools or schools with low engagement in STEM in the North East region.  Children work in teams of 4 to explore a real-world theme using a LEGO® Education Discover model and then design their own models using LEGO® DUPLO elements to solve meaningful problems. |
| **TIMELINE**  **DEIS School 1:** September – December 12 weeks (60 children) (15 full weeks available)  Celebration Event – December  **DEIS School 2:** January – May 12 weeks (60 children) (13 full weeks available)  Celebration Event – May  **Community Group 1**: June – August 12 weeks (30 children)  Celebration Event – August |
| **ENGAGEMENT PER SCHOOL**   1. Junior Infants – Monday – 1/2 hours p/w 6 weeks 2. Junior Infants – Tuesday – 1/2 hours p/w 6 weeks 3. Junior Infants – Wednesday – 1/2 hours p/w 6 weeks 4. Junior Infants – Thursday – 1/2 hours p/w 6 weeks 5. Senior Infants – Thursday – 1 hours p/w 12 weeks 6. Senior Infants – Friday – 1 hours p/w 12 weeks |
| **CELEBRATION EVENT**  Junior Infants will complete Functional Elements, Welcome to Steam Park, Gears & Six Bricks games for their first year.  Senior Infants Class will complete all lesson and the Discover Theme Challenge. Teams document their work in an Engineering Notebook and share their journey verbally. Staff from the Enterprise FabLab @ Creative Spark, Dundalk will visit the school and listen to the children explain what they have learned about the real-world problem and the reasons behind the models they have built and coded. The Celebration Event boosts children confidence and is a celebration of their amazing achievements. |