

SIGNIFICANT BLACK INDIVIDUALS IN STEAM

Year 4/5 Project

Project Description

This term we will be looking at the impact Black individuals have made on Science, Technology, Engineering, Art and Maths (STEAM). We will kickstart our project off with a number of launch events including a trip to the Science Museum, including the Space gallery, Dance workshops in the style of Alvin Ailey, a Frank Bowling virtual art exhibition and exploration and the Museum of London's online exhibitions on the Windrush and Mary Seacole. During 'Knowledge Week,' the pupils will learn about significant individuals including: Mary Seacole, Benjamin Banneker, Frank Bowling, Katherine Johnson, Harriet Tubman and Walter Tull. The pupils will then focus on a series of books called 'Bold Leaders', which share the stories of key Black individuals in a child-friendly book format. Using 'Talk for Writing', the pupils will then write their own page for 'Bold Black Leaders in STEAM, Gesher edition', collating a book between the two classes. They will also design reading activities around their writing. Our exhibition will be held the week of the 23rd May and will hear the pupils read their books to students at either Gesher or a local school. Alongside this, they will learn a dance and perform it in the style of Alvin Ailey.

Science, Geography, History and English Focus

Big Question

What impact has the Black community had on S.T.E.A.M?

Driving Questions

1. What challenges and adversities have the individuals had to overcome to achieve their goals?
2. Who are the significant individuals who have impacted STEAM?
3. How has the Black STEAM community impacted our lives today?
4. What key contributions did they make?
5. Who inspires you from the Black STEAM community?



Deliverables

- Create a book of short stories and activities
- Visit another school and children to read to others (link with Alexandra School?)
- Children create reading-based activities for another school
- Dance performance

Time Frame: 4 weeks

