

# STEAM

## INTRODUCTION TO THE LYCEUM

Welcome to the Lyceum, where children's happiness and joy in learning is of the utmost importance to us.

With a dynamic curriculum and a dedicated team of skilled teachers, we weave our four value pillars into every class, unlocking each child's unique potential. This ensures they grow into confident individuals ready to make a real difference in the world!



## WELCOME FROM THE HEAD OF STEAM



Mr Clifford is a highly experienced teacher, maker and creative technologist.

A qualified teacher, Paul has also worked in the cultural and heritage sector as the Digital Learning Manager at the British Museum and Museum of London.

Additionally as Schools Officer at the V&A, designing, delivering and evaluating STEAM learning activities, courses and projects.

WHAT IS STEAM?



SCIENCE



TECHNOLOGY



ENGINEERING



ARTS



MATHEMATICS

ATTENTION

THE FUTURE  
IS HERE \_

ERROR CHECK

OUR STEAM STUDIO

ACTIVATE MACHINE





# FACTS ABOUT STEAM. A Q&A WITH PAUL

Hi Paul! What excites you most about your role at The Lyceum School?

This is a multi-faceted role which, amongst other things, incorporates innovation, new and old technologies and concepts, cutting edge learning paradigms and real life learning but what most excites me is developing powerful and exciting learning opportunities with the pupils at the Lyceum.

What does a lesson in STEAM consist of with you?

The tenets of a lesson, or perhaps most accurately, a project are investigation, imagination and implementation. One or more of these might happen in one session or spread throughout the project.

What projects do the kids do during their year?

Projects include; building a remote controlled Mars rover that can navigate Martian terrain, a musical instrument that uses simple circuits to trigger musical programs, mechanical automaton toys, designing and pitching innovative (Dragon Den's style) ideas and making geometric art with code.

And finally, tell us what do you think STEAM at The Lyceum will look like in 3 years?

In three years we will have become an international champion of STEAM learning and the 'Lyceum model' will allow us to leverage new technologies, materials and techniques to keep redefining what STEAM learning is capable of and the incredible learning opportunities that it can deliver.

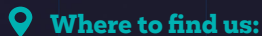
If you want to learn more  
about our **STEAM** curriculum



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our open days!**

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find out more

