

# FESTIVAL

# ROEHAMPTON

A highly interactive event which will inspire young teenagers about the contemporary industries shaping the future!



### THURSDAY 24TH APRIL 2025 FOR YEAR 6, YEAR 7, YEAR 8, YEAR 10, YEAR 11 AND YEAR 12 STUDENTS

TH AN INTRODUCTORY VIRTUAL EVENT ON THURSDAY 20TH MARCH 2025. 9:30AM - 11:30AM. FOR YEAR 6. YEAR 7 AND YEAR 8 STUDENTS

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## TEENTECH

## FESTIVAL

The TeenTech Festival gives students and teachers from across the region the opportunity to try their hand at immersive challenges and experiments, to handle cutting edge technology and, most importantly, to spend time with engineers, technologists and scientists from a wide range of companies influencing their 21st-century lives.



#### AN OPPORTUNITY TO INNOVATE

Pupils will work in teams, in roles aligned with a start-up company, to become the inventors of tomorrow in an hour-long workshop and challenge! Students will be designers, developers and marketing experts, using sensors, data and cutting edge technology, to tackle real-world problems! Following the TeenTech Festival, all students will have the opportunity to develop their ideas further and enter the TeenTech Awards.



#### **INDUSTRY INSIGHTS**

Pupils will meet, and talk to real-world innovators, large technology companies, and industry leaders. Pupils get an understanding of the industry, and can participate in simulated tasks that illustrate the real work that goes into science and technology. They will also interact with regional companies, showcasing the wide range of exciting science, technology and engineering companies that the students may not know exist.



Pupils will compete in simulated tasks that demonstrate real world work by major science and technology companies. This is a chance to experience innovations in science, technology and engineering, and a chance to show students that they have the skills required to be successful in these areas.

#### FOR YEAR 6, YEAR 7 AND YEAR 8 STUDENTS

This carefully planned programme of activities will give your students insight into the world of science and technology helping them understand how they could be the innovators of the future. There are two parts to the experience.

On Thursday 20th March 2025, we will run a half-day live virtual TeenTech City of Tomorrow session, after which students will work in teams to create a building for the safer, smarter and kinder city of the future. Schools can engage as many students as they wish in this virtual event and then bring two teams of five students to represent their school at the live Festival Day at The University of Roehampton on Thursday 24th April 2025.

#### FOR YEAR 10, YEAR 11 AND YEAR 12 STUDENTS

Students will attend the Festival Day at The University of Roehampton on Thursday 24th April 2025, for a special programme of focussed events which will include:

- A series of hands-on activities which will enable them to meet a range of employers in digital, science, technology and engineering.
- Workshops providing insight into the wide range of STEAM careers and the different university or apprenticeship programmes that could lead them there.
- A tour of the Roehampton campus where students will be able to ask questions about university life.

### IMPACT

We have measured the impact of events since 2008 and know there is a real shift in student perceptions, particularly amongst girls. The Festival day is just part of the TeenTech initiative, with schools working on projects both pre-event and post-event.

Feedback from teachers and companies is overwhelmingly positive with 94% schools who attended a TeenTech event in 2019 saying they will definitely attend another.

It is estimated that more than three-quarters of the jobs that will exist in 2030 don't yet exist! What we do know is that jobs in the future will have a technological or scientific component, and will require transferable skills such as creativity, teamwork, computational thinking, and communication.

TeenTech Festivals are a powerful intervention before students make GCSE subject choices, dispelling gender stereotypes and shifting perceptions of careers teenagers may have considered "difficult", "geeky" or "boring".



