Every year there are 59,000 engineering roles unfilled in the UK. The understanding of the role of STEM professionals in our society must be improved at an early age in order to inspire the next generation to want to enter these roles.

This can be achieved by:
1. Providing support to teachers, parents and other influencers who otherwise don’t have the knowledge to discuss STEM effectively in a child-friendly manner.
2. Providing interactive examples and activities of STEM applications.
3. Providing easy to access information on real life STEM professionals and role models with varied interests and backgrounds.

Mary Jackson was... the first ever African-American female engineer to work for NASA. She started at NASA doing lots of difficult maths (there weren’t computers to help them then!). Mary was so good at maths that she was asked to work with a NASA engineer on a “wind tunnel”. She liked doing this so much that she wanted to become an engineer herself. Lots of people told her that she couldn’t be an engineer because she was an African American woman. Instead of believing this, she worked hard and fought to prove everyone wrong! Once she had become an engineer, she then helped lots of other women become engineers and scientists who might not have been allowed to before. The supporting app will be based in “Techtopia”, an interactive world comprising of different islands. Our main target audience for this will be primary age children (7-12), to build a solid STEM foundation early on in their education.

Each island will contain various zones. In each zone, the user will be faced with a STEM activity related to the topic which that area represents, whether this will be to build something, solve a problem, fix a code etc. There will also be STEM role models scattered throughout the island, who will challenge the user to help them with activities relating to that person’s role.