STEAME – Science, Technology, Engineering, Arts, Mathematics, Entrepreneurship

SCIENTIX STEAME WORKSHOP

An outline for the STEAME Workshop

24 May

First 30 min

(a) (10 min) Gregory Makrides, general presentation (STEAME project, STEAME-Hybrid, BYOD (Objectives), European STEAME Conference 2022)

(b) (10 min) Eleni Papageorgiou and Giorgos Tsalakos, presentation of the STEAME L&C Plans on the basis of what participants were asked to read - introductory.

The STEAME Learning and Creativity (L&C) plan developed by the STEAME project, provides teachers with the information and resources needed to implement a STEAME lesson (https://steame.eu/wp-content/uploads/2021/11/STEAME-I02-vol2.pdf). It is a five-part plan that captures everything related to the design and implementation of a project, and captures the pedagogical and methodological elements involved in the STEAME framework.

(c) (10 min) Presentation of STEAME-Hybrid platform as tool to support PBL in hybrid environment

The STEAME-Hybrid platform (https://learning.steame-hybrid.eu/) is a Computer Aided Learning environment which implements essential educational interactive activities to support Problem Based Learning methodology in hybrid environments. As an integrative technology it utilizes, complements and enriches current methodologies and tools. The STEAME-Hybrid platform uses integrated approach of instructional methods to make teaching more interesting, sustainable and of course joyful. The platform itself and all classes supported are transferrable and respect open source approach and technology.

Next 90 min (moderated by Eleni Papageorgiou and Giorgos Tsalakos)

(a) The goal of this part of the workshop

The workshop aims to involve participants into the designing of a STEAME Learning and Creativity Plan (L&C plan), putting into action the pedagogical and methodological elements involved in the STEAME framework. Through experiential activities, participants will be invited to seek the key components of a Learning and Creativity Plan, which are related to the Project Based Learning (PBL) and Inquiry Based Learning (IBL) methodologies, and make an outline of their own STEAME L&C plan.

(b) Interactive Activities (using Padlet or Jamboard or Mentimeter)
Participants discuss the structure and the main aspects of a STEAME L&C plan, and reveal the pedagogy involved in a STEAME L&C plan.

(c) Participants sketch their own STEAME L&C plan, based on the STEAME L&C plan template.
Working in pairs or groups of three, participants will:
(i) Decide a context and the title of their L&C plan
(ii) write the specific objectives of their L&C plan
(iii) outline the activities that will be involved in the STEAME L&C plan, and
(iv) think of a digital tool which could be used in their STEAME L&C plan.

(d) Clarification of participants' homework (24/5/2022 - 31/5/2022)
Working in pairs or in groups of three, participants are asked to **Either** complete their STEAME L&C plan **or** Make an outline of their STEAME L&C plan and develop a tool that they will use in their STEAME L&C plan (e.g. a supported video, a digital game, a digital poster, etc).

24/5/2022-31/5/2022

Homework activity:

Working in pairs or in groups of three, participants **either** complete their STEAME L&C plan **or** make an outline of their STEAME L&C plan and develop a tool that they will use in their STEAME L&C plan (e.g. a supported video, a digital game, a digital poster, etc)

During their homework, all the participants will have the opportunity to **collaborate** with each other, using the STEAME-Hybrid platform or other means.

31 May

First 30 min

(a) (15 min) Gregory Makrides, presentation of the STEAME-Students, STEAME Summer Camp, invitation to keep connected with follow-up activities, connect to greg@thalescyprus.com

(b) (15 min) Moderated by Eleni Papgeorgiou and Giorgos Tsalakos,
Presentation of a Rubric for assessing a STEAME L&C plan.

Next 75

Peer evaluation (in presence of Gregory Makrides and Tomasz Szemberg)
Participants present their work/Group discussion.

Last 15 min

Participants complete a google form questionnaire (workshop assessment tool).