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STEAME GOES HYBRID: Blueprint Guidelines and Policy Recommendations

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Implementation period: 1 May 2021 – 30 April 2023

Training program for selected STEAME subject teachers or others interested in the implementation of STEAME – HYBRID L&C Plans in the context of the STEAME GOES HYBRID project

Template (*for the Methodology and Structure of a Learning Plan for Presenting a Module for the STEAME GOES HYBRID course programme, module of 3 days duration*).

Module Number and Area/ Topic:

Module 1. Blueprint Guidelines for Hybrid STEAME activities

Introduction and Broad Description of the Context and Goal of the area/ topic addressed:

The Covid-19 pandemic showed the need for fast and rapid transition to digital learning. Moreover, it revealed the lack we had in modernization and digitalization of our education. Related to this, it was stated on numerous occasions that, in order to implement a STEAME approach in a hybrid way, it is necessary to create materials that help teachers make their work easier and guide them in their work. *The Blueprint Guidelines for Hybrid STEAME activities* target STEAME teachers and represent a useful resource, that was developed based on the findings, results and professional feedback from the Output 1 activities (A1, A2, A3) of this project (STEAME GOES HYBRID: Blueprint Guidelines and Policy Recommendations) and will help teachers to carry out successful STEAME project-based activities in a blended-learning/hybrid manner. The goal of this module is to present, analyse and evaluate the structure and contents of this resource.

Module 1

Learning Outcomes: With the completion of this module the trainees will be able to:

Acknowledge and use the Hybrid STEAME Competence Framework

Analyse and select cloud tools and platforms for Hybrid STEAME activities

Assume a reflective attitude in developing and **evaluating** Learning and Creativity Plans

Manifest willingness to collaborate within the school and project teams

Content and Resources (providing information on the various constituents/ dimensions of the topic under consideration):

The European Commission organised consultations (February till September, 2020) with stakeholders and one of the needs that has been underlined was the need for practical guidelines on how to implement effective and inclusive distance, online and blended learning. This module presents the structure and the contents of the *Blueprint Guidelines for Hybrid STEAME Activities*. The trainees will complete their knowledge on the following topics:

- Hybrid STEAME Competence Framework
- Cloud tools and platforms for Hybrid STEAME activities
- Scenarios for hybrid learning.

The trainees will analyse the set of competencies recommended for the STEAME teachers, will explore the benefits of various cloud tools and platforms for Hybrid STEAME activities, and will get familiar with the structure of the Learning and Creativity Plan Template, in order to better understand how to use various resources for effective teaching in a hybrid environment.

An important aspect is that the trainees will learn about Bloom's Digital Taxonomy that will enable them to provide children with learning experiences tailored to their needs and adapted to the world we live in.

Methodology and approaches for the module training presentation:

- Introduction to the subject – Outlining the context in which the resource in question was created.
- Presentation and analysis of the structure and the contents of the *Blueprint Guidelines for Hybrid STEAME Activities*.
- Evaluation of the learning outcomes.
- Closure discussion.

Instruments/ Tools/ Supporting Material/ Resources to be used:

- Blueprint Guidelines for Hybrid STEAME activities
- PowerPoint Presentation – Module 1
- [FINAL steamed-cover IO1- option1 \(steame-hybrid.eu\)](https://steame-hybrid.eu)
- [What is Bloom's Digital Taxonomy? - YouTube](#)
- [Political-guidelines-next-commission_en_0.pdf \(europa.eu\)](#)
- [Digital Education Action Plan \(2021-2027\) | European Education Area \(europa.eu\)](#)

Pedagogical/Learning Sequencing and Activities Plan:

Introductory activities (creation of interest, reference to real value issues, relation to background experiences etc.)

Activity Number and broad Description:	
Development	Introduction to the subject - Outlining the context in which the resource in question was created.
Materials	PowerPoint Presentation
Resources	Computer, projector, internet connection
Estimated Time	10 minutes
Environment/Room Setting	Classroom environment
Trainees' role	Passive + active (combined)

Development activities + Practising Activities (hands-on activity)

Activity Number and broad Description:	
Development	The activity will include the main presentation of the module with various exercises for trainees
Materials	PowerPoint Presentation, <i>Blueprint Guidelines for Hybrid STEAME activities</i> , the video – The Bloom's Digital Taxonomy
Resources	Computer, projector, internet connection
Estimated Time	60 minutes
Environment/Room Setting	Classroom environment
Trainees' role	Passive + active (combined)

Reflection and Evaluation of the Learning Outcomes:

Activity Number and broad Description:	
Development	To reflect on the module's key point
Materials	Discussion
Resources	Computer, projector, internet connection
Estimate Time	10 minutes
Environment/Room Setting	Classroom environment
Trainees' role	Active. To participate and share his/her ideas on the discussed topic.