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

Module Number and Area/ Topic:

Module 2. Introduction to STEAME Hybrid L&C plans

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

The STEAME activities are designed to be able to be implemented in a hybrid learning environment, in at least one of the forms that a hybrid learning environment has been described by the STEAME GOES HYBRID project.

To enable teachers to record their learning and creativity plan ideas in a way that will allow them to exchange ideas and practices, the project suggests the use of a Learning and Creativity (L&C) plan template.

This module aims to train teachers in the use of the L&C plans both in recording their ideas and being able to comprehend and implement a L&C plan designed by one or more of their peers.

Module 2

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

Comprehend and use the Hybrid L&C Plans
Analyse and select the appropriate L&C Plans that align with the learning objectives they have set for their students
Develop a STEAME L&C plan that may be implemented in a hybrid learning environment

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

The main resources used to develop and design this modules are the following:
- Blueprint Guidelines for Hybrid STEAME Activities, and
- STEAME GOES HYBRID Learning & Creativity plan template

The Blueprint Guidelines describe the forms of hybrid learning by recording the different most common and possible hybrid scenarios. Furthermore, the guidelines describe the way to approach the development and design of a learning and creativity plan that will describe a set of STEAME learning activities in parallel adapting a Project Based Learning (PBL) approach.

The Learning & Creativity plan template, also part of the Blueprint Guidelines, describes and provides a template for effectively recording the L&C plan. The template aims to assist teachers in recording their ideas while at the same time ensuring a uniformity between the L&C plans, thus enabling teachers to share them and successfully exchange ideas.

Methodology and approaches for the module training presentation:

The module has two different approaches in its delivery. A part of it will be delivered in the form of a presentation and explanation of the resources and the way of working to develop a STEAME GOES HYBRID L&C Plan and another part of the module will be delivered through the participation of the trainees in team activities.

The module has the following topics:
- Introduction to the module and its aims
- Presentation of the Blueprint Guidelines that refer to the development of the L&C Creativity Plans
- Presentation of the L&C Plan template
- Brief presentation of a STEAME GOES HYBRID L&C plan
- Team Activity 1.1: Hybrid Scenarios and appropriate types of activities
- Team Activity 1.2: Design of a STEAME HYBRID L&C Plan

Instruments/ Tools/ Supporting Material/ Resources to be used:
- Blueprint Guidelines for Hybrid STEAME activities
- STEAME GOES HYBRID L&C Plan
- PowerPoint Presentation – Module 2
- STEAME GOES HYBRID Customised e-shop L&C Plan
- Module 2 activity sheet (on-line L&C plan template for each team to complete)

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: Introduction to the module and its aims	
Development	Introduction to the subject of the module and presentation of the training objectives
Materials	Power Point Presentation
Resources	Computer, projector, internet connection
Estimated Time	10 minutes
Environment/Room Setting	Classroom environment
Trainees' role	Passive + active (combined)

Activity Number and broad Description: Presentation of the Blueprint Guidelines that refer to the development of the L&C Creativity Plans	
Development	Presentation of the Blueprint Guidelines that refer to the development of the learning and creativity plans (hybrid scenario, development of the L&C Plan, etc.)
Materials	Power Point Presentation
Resources	Computer, projector, internet connection
Estimated Time	15 minutes
Environment/Room Setting	Classroom environment
Trainees' role	Passive + active (combined)

Activity Number and broad Description: Brief presentation of a STEAME GOES HYBRID L&C plan	
Development	Presentation of the template used to record a learning and creativity plan
Materials	PowerPoint Presentation
Resources	Computer, projector, internet connection
Estimated Time	10 minutes
Environment/Room Setting	Classroom environment
Trainees' role	Passive + active (combined)

Activity Number and broad Description: Design of a STEAME HYBRID L&C Plan	
Development	Presentation of a learning and creativity plan (customised e-shop) that was developed by the project partners
Materials	PowerPoint Presentation
Resources	Computer, projector, internet connection
Estimated Time	10 minutes
Environment/Room Setting	Classroom environment
Trainees' role	Passive + active (combined)

Development activities + Practicing Activities (hands-on activity)

Activity Number and broad Description: Hybrid Scenarios and appropriate types of activities	
Development	Participants work in teams and two hybrid scenarios are assigned to each team to suggest an appropriate structure of a learning activity that would be suitable for that scenario.

Materials	Powerpoint and paper and markers
Resources	Computer, projector, internet connection
Estimated Time	15 minutes
Environment/Room Setting	Classroom environment
Trainees' role	active

Activity Number and broad Description: Hybrid Scenarios and appropriate types of activities	
Development	Participants work in teams to develop and design a STEAME GOES HYBRID learning and creativity plan.
Materials	Powerpoint and Module 2 Activity Sheet
Resources	Computer, projector, internet connection
Estimated Time	20 minutes
Environment/Room Setting	Classroom environment
Trainees' role	active

Reflection and Evaluation of the Learning Outcomes:

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