EduXperts

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Course Information

Title	Stem to Steam Education
Number of participants	Min 5
Duration	5 days
Language	English
Locations	İzmir , İstanbul , Kuşadası
Certification	Europass Certificate
Price	400 Euro

Course Content

Description	STEM is a curriculum based on the idea of educating students in four specific disciplines — science, technology, engineering and mathematics — in an interdisciplinary and applied approach. Rather than teach the four disciplines as separate and discrete subjects, STEM integrates them into a cohesive learning paradigm based on real-world applications. It is very important to involve students in useful and stimulating learning activities in which Science, Technology, Engineering, and Mathematics (the basic components of STEM education) connect with the Arts in a broader sense. Through STEAM, students can explore and experience the relationships between school subjects and real life, as well as have more chances for cross-disciplinary dialogue, inquiry, and problem-solving
Course Modules	Understanding the STEM and STEAM theory Stem and Define learning objectives that integrate STEM and Art & Design subjects to increase student engagement in learning; Building connection between STEAM activities and real-life experiences; Developing Steam Materials and STEAM lesson; Importance of engagement in learning; Incorporate art and design skills into the general learning environment and curriculum

Course Programme

Day 1	• Introduction of the course programme. • Definitions and concepts of STEM and STEAM. • Understanding the STEM and STEAM theory.
Day 2	• Benefits of Stem learning,defining the learning objectives. • Understand the ways that science, maths, the arts, and technology work together. • Art & Design subjects to increase student engagement in learning. • Transition from STEM to STEAM. • Focus on STEM and STEAM skills.
Day 3	• Integrating real life experiences. Developing Steam Materials and STEAM lesson.

	• Importance of engagement in learning.
Day 4	• Usage of building blocks and sets in STEAM education. • Blended learning methods. Designing your own STEAM lessons
Day 5	• Workshop innovative learning scenarios. • Assesment tools. Evaluation and certificates.