

Hello everyone! My name is Silvia Mazzeo. I'm a Primary School Teacher and a Digital Animator (it means a ICT and didactic innovation school referent at Montalto Uffugo School, in Italy, which I represent.

I actively collaborate with the management staff in the implementation of the National Plan of the Digital School in the school where I work and in local and national school networks.

What are we discussing? Adopting a policy!!
But why a policy?

We all agree how important it is to bring science, technology, engineering, art and mathematics available to children and teenagers, to boys and girls, and how relevant it is to guide them to critically think, to learn how to learn and ask questions, how to experiment and create, how to solve problems.

In other words we would like to overcome the resistance of students to approach STEM disciplines to raise their learning levels. And to do it we'll start raising teachers competences on STEAM methodologies.

The beneficiaries of this action are, of course, all students of the Institute: from kindergarten to middle secondary school, through their teachers of the three school sections.

Of course the school is open to all pupils, including them with specific educational needs, adopting diversified methodologies for everyone's learning styles and involving qualified professional resources able to support kids and students in planned teaching activities.

The project, which foresees a development of at least one school year, requires the collaboration of the whole community that shares the educational choices by supporting their application inside and outside the school.

SO, HOW WILL THE SCHOOL CHANGE?

The vertical STEAM CURRICULUM building, through the promotion of engaging and meaningful laboratory activities, will have an important impact on the development of students' STEAM skills. In particular, they will improve mathematical-logical and scientific skills, computational thinking; but also the active democratic citizenship, responsibility, awareness of rights and duties and education for entrepreneurship.

Overall it will contribute to the human, cultural, social and civil growth of pupils.

IT IS A GREAT PROJECT therefore it needs an important investment:

The work of the internal staff and the administration; the purchase of furniture, hardware, software, scientific instruments for the laboratories...; the organization of the professional training.

All these points will be developed and realized using European and Ministerial funds.

MONTALTO UFFUGO TAVERNA SCHOOL

STEAM POLICY

Who am I

SILVIA MAZZEO
Primary School Teacher and Digital Animator
(IT and didactic innovation school referent)
of Montalto Uffugo Taverna School
I actively collaborate with the management staff in the implementation of the National Plan of the Digital School.

Why a Policy?

RAISE STUDENTS' LEARNING LEVELS OF STEAM DISCIPLINES
Resistance of students to approach the STEM disciplines
Competence of teachers on STEAM methodologies

Beneficiaries

K 3-14
All students of the Institute: from kindergarten to secondary school.
Recipients
Teacher of the three school levels of a school network

The impact

HOW WILL IT CHANGE
Development of
mathematical-logical and scientific skills,
computational thinking and problem solving
active and democratic citizenship
assuming responsibility, awareness of rights and duties,
entrepreneurship education.
Promote the human, cultural, social and civil growth of the pupils

COSTS

A GREAT PROJECT
Labor (internal staff)
Administrative costs
Furnishing
Hardware, Software
Professional training organization
European structural funds
Ministerial funds

LAYOUT BY ANNA ELEONORA MARCHESE