

## STEAM curriculum

in high school

## Who am I?

## Hi! My name is Otilia-Maria Vasil

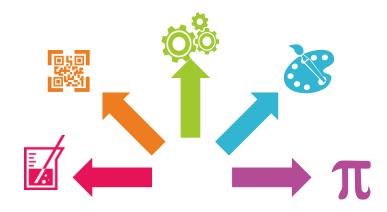
I teach computer science at the Simion Bărnuțiu Național College from Şimleu Silvaniei, România. I am a Microsoft Innovative Expert Educator, I am also part of the Advisory Board of Informatics teachers in County.

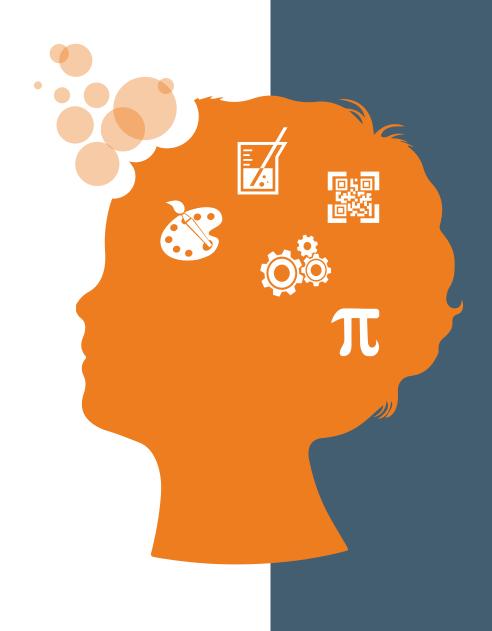


We live in a constantly changing world. In 10 years, our students will have to do some jobs that do not exist now. That's a huge problem. We can change it with our STE(A)M education policy at our school.



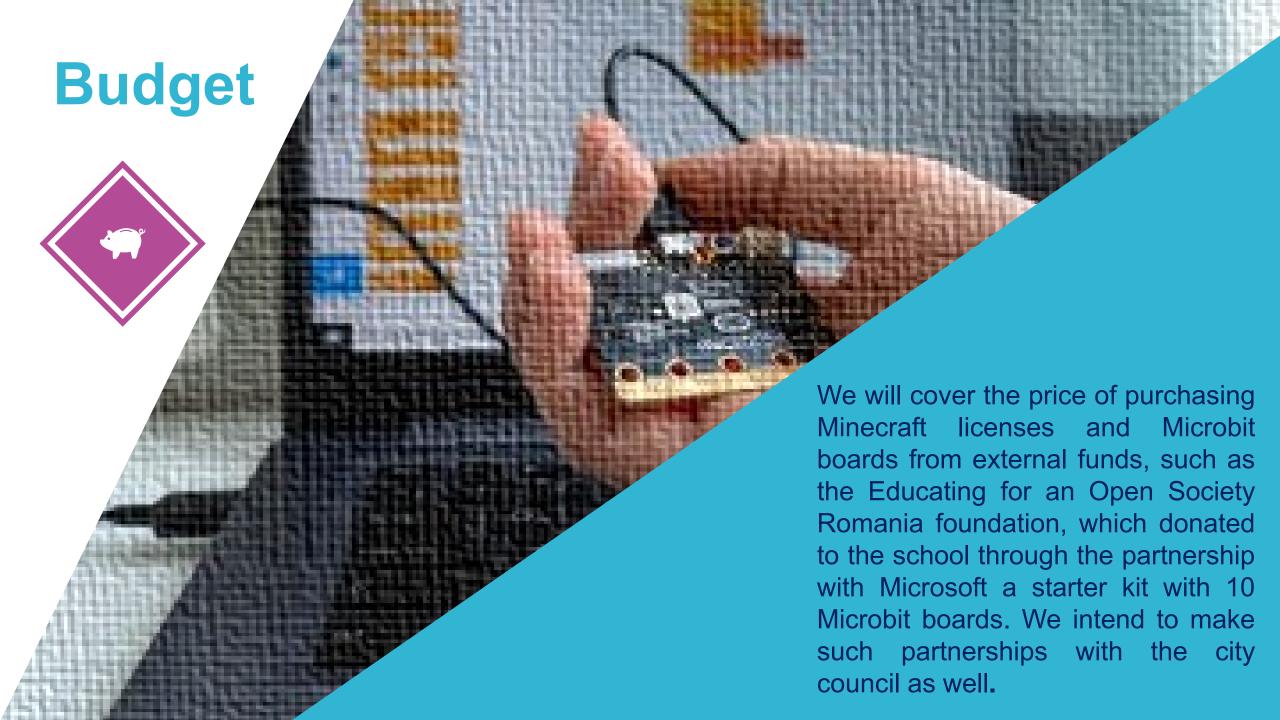
We want to reach 14/18 year old students in classes who do not learn programming and make them feel confident that anyone can coding if they choose the right methods.







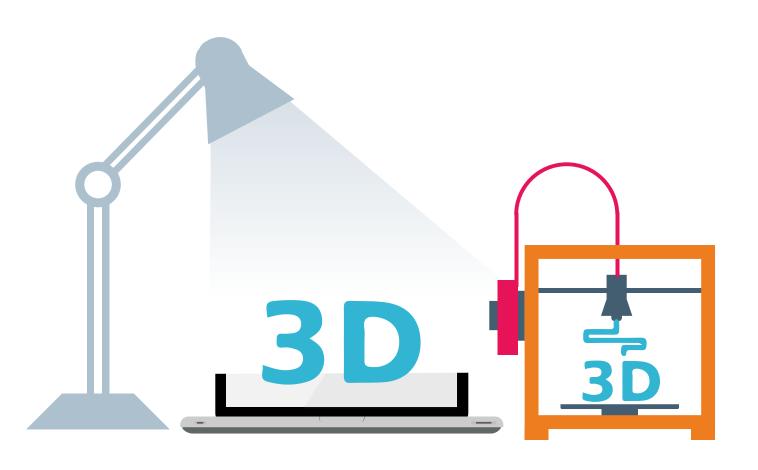
We propose to launch a STE (A) M course at school level in the form of curriculum at the school's decision for these classes. Students with no previous coding knowledge will code robots and find solutions to real-world problems using microbit boards or playing Minecraft. Students will compete with other students around the world in competitions such as Bebras, Minecraft and participate in the Hour of Code every year.





The proposed STEAM course will run one hour per week throughout the school year for each class involved. The preparation of this course can take up to a month or more if teachers have to be sent for training.

## STEAM



The new framework plans for high school and the new school programs that will come may overlap with our future plans, which will be a for plus everyone.