

STE(A) MonEdu training offer

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The STE(A) MonEdu training progamme as a whole

From the competence framework to the training offer



The STEAMonEdu competence framework

Fducator as a teacher trainer tutor Educator Educator as learning as designer professional and creator Educator Educator as community as orchestrator member and manager

- The proposed competence framework
 - Highlights the multidimensional role of the educator
 - Composes the profile of the future educator
 - Requires multifaceted update, education and active participation
- The STEAMonEdu project organizes
 - A massive open online course
 - A blended training course

The training programme at a glance

The MOOC

- A multidimensional approach towards design, orchestration and implementation of STE(A)M education
- Duration of six weeks
- Free participation
- Workload of 5-6 hours per week
- Planned for end April 2021

The blended learning course

- Focus on specific STE(A)M aspects and competences
- Knowledge and experience exchange in the context of STEAMonEdu community
- Duration of two weeks
- Participation after selection
- Planned for September 2021



The massive open online course

Design, orchestration and implementation of STE(A)M education



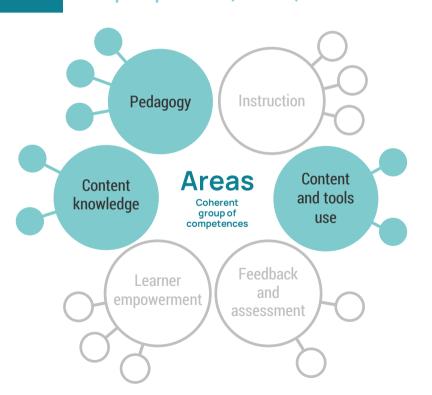
Who is the MOOC for

- All individuals interested in STE(A)M education
 - Active educators
 - Education managers/directors
 - Students or graduates
- Background
 - General knowledge of pedagogy and educational practice
 - Standard skills on information systems and computing

How it is delivered

- CTI online MOOC platform *
 - Self-running presentations
 - Activity and interview videos
 - Study documents
 - Forum discussions and participants interaction
- Technical requirements
 - Laptop/tablet
 - Internet connection
 - Standard audio-visual peripherals

^{*}https://mooc.cti.gr/steamonedu.html



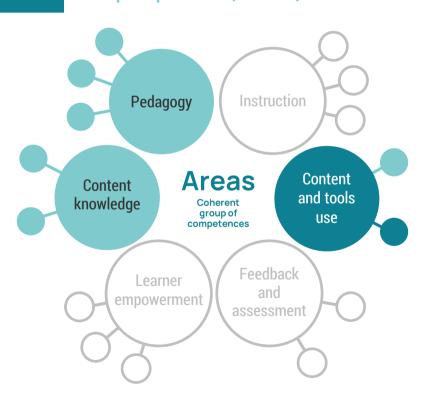
- Content knowledge
- Pedagogy
- Content and tools use



- The STE(A)M educational approach
 - What STE(A)M represents and means
 - From STEM to STE(A)M
 - Interdisciplinarity, transdisciplinarity and metadisciplines
 - Convergent and divergent skills



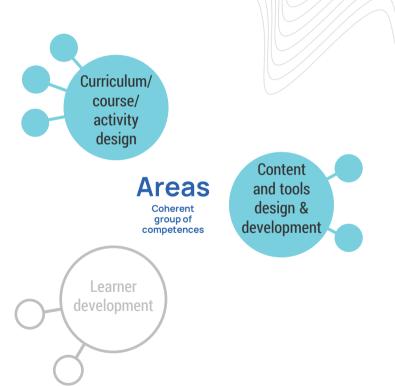
- The STE(A)M educational approach
- Teaching and learning techniques
 - Fostering critical thinking and creativity
 - Five important STE(A)M skills to teach in school
 - Six basic steps to create a STE(A)M classroom



- The STE(A)M educational approach
- Teaching and learning techniques
- Content and tools selection for STE(A)M education
 - Software, apps, techniques
 - Examples, case studies
 - Exchange of experiences

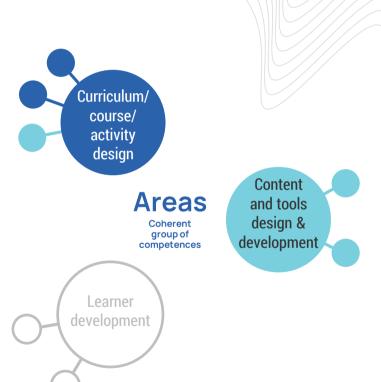
Educator as learning designer and creator

- Curriculum/course/activity design
- Content and tools design & development



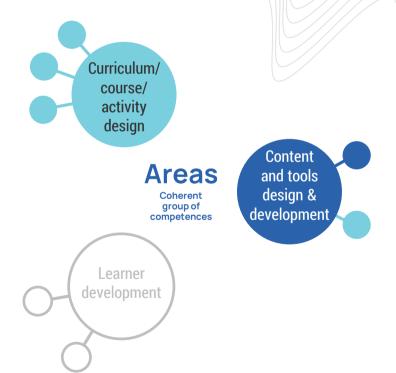
Educator as learning designer and creator

- Design of STE(A)M-related activities and courses
 - principles of designing,
 - process and steps to be followed,
 - opportunities,
 - quality aspects,
 - potential risks,
 - assessment, etc.

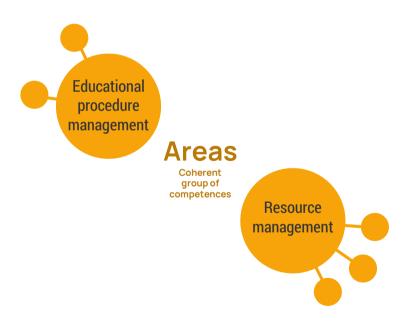


Educator as learning designer and creator

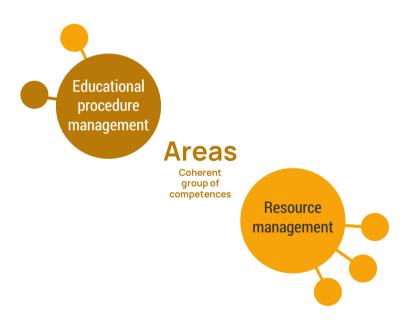
- Design of STE(A)M-related activities and courses
- Create and modify appropriate content for STE(A)M education
 - Discovery of available digital tools
 - Activity creation using wellestablished tools, such as Turtle coder and Scratch



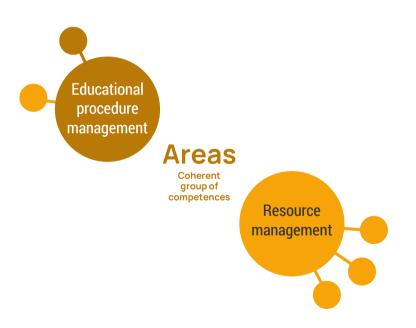
3rd perspective (weeks 3 and 4)



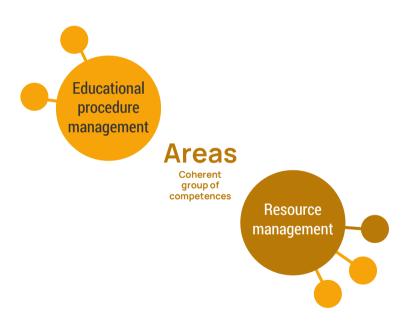
- Educational procedure management
- Resource management



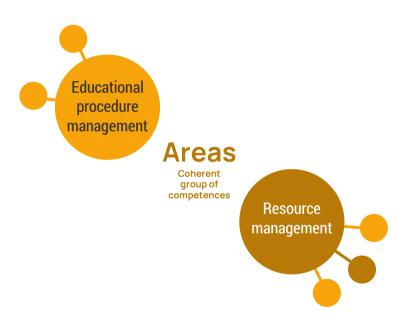
- Teaching organization methods
 - Time management
 - The GTD methodology
 - Inquiry-based strategies
 - Methods for effective lesson plans



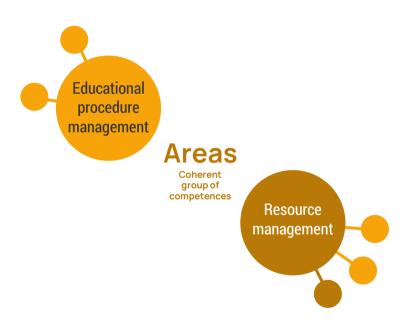
- Teaching organization methods
- Classroom management methods
 - The classroom emotional setting and the student-oriented classroom
 - Handling unexpected situations
 - Classroom space-design



- Educational resources management
 - Educational resources
 - Privacy and copyright
 - Sensitive content

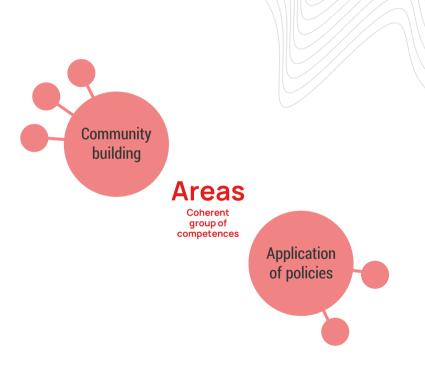


- Educational resources management
- Lab management methods
 - Lab space and culture
 - Makers Manifesto
 - Handling technical problems

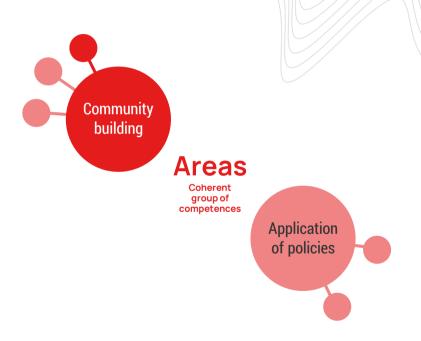


- Educational resources management
- Lab management methods
- Human resource management
 - Collaboration and communication
 - The Working Out Loud communication method
 - The Scrum team collaboration method

- Community building
- Application of policies

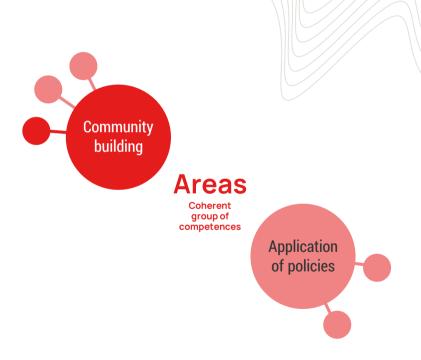


- STE(A)M communities of educators
 - What is a CoP and what are its success factors?
 - Netiquette
 - The Psychology of the Digital Age *
 - Selected STE(A)M educator CoPs

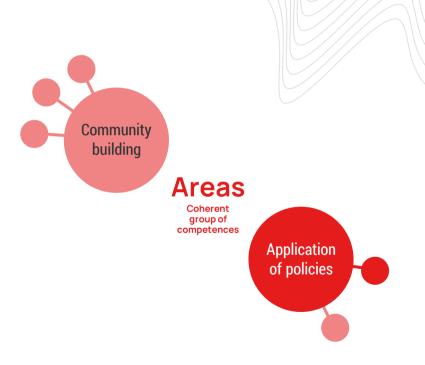


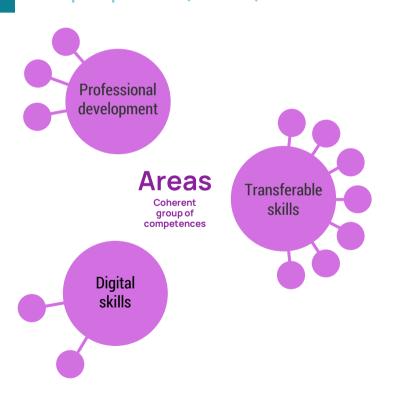
^{*} John R. Suler, The Psychology of the Digital Age: Humans Become Electric, Cambridge University Press, 2015.

- STE(A)M communities of educators
- Research and business communities for STE(A)M education
 - Citizen Science
 - Benefits and examples of communities



- Policies that promote STE(A)M education
 - Public policy definition
 - EU level policies
 - National and regional trends
 - Policy making tools
 - Clear and effective advocacy messages creation and communication





- Professional development
- Digital skills
- Transferable skills

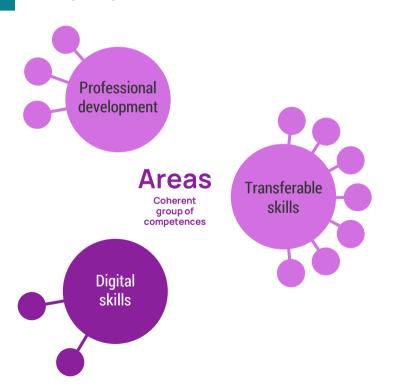


- Research activities in STE(A)M education
 - Scientific knowledge and research
 - Basic research methods
 - Reporting and dissemination
 - Ethical aspects



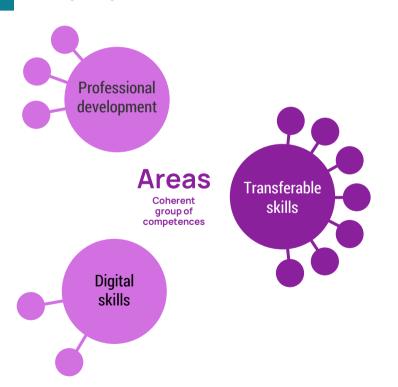
- Research activities in STE(A)M education
- Lifelong learning related to STE(A)M education
 - CPD
 - Stakeholders and training opportunities

5th perspective (week 6)



Digital skills

- DigComp and DigCompEdu frameworks
- The SELFIE tool
- European policies on digital skills



- Digital skills
- Transferable skills
 - Definitions and purpose
 - 21st Century Skills
 - LifeComp
 - UNICEF Global Framework
 - Essential skills for STE(A)M educators





Delving deeper into STE(A)M practice and competences

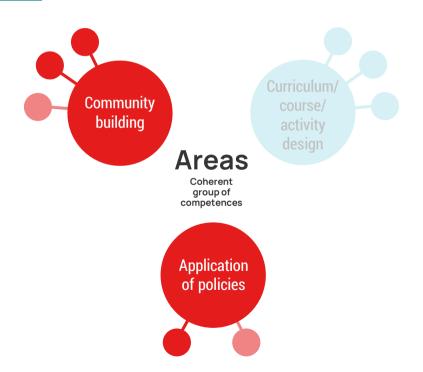


What, how and who of the blended learning

- Focus on further development of two perspectives
 - The educator as learning designer and creator
 - The educator as community member
- Delivery methods
 - Live lectures, self-running presentations and documents
 - Cooperative participant activities
 - Interaction through the STE(A)MOnEdu community
- Small group of participants that completed MOOC successfully

Blended learning goals

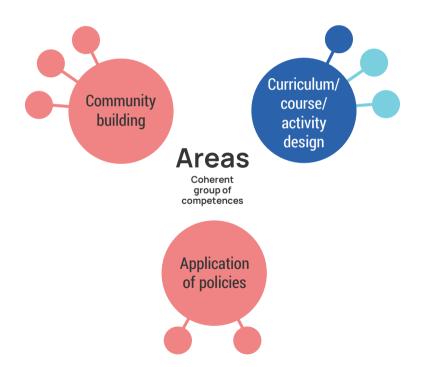
2nd and 4th perspectives (weeks 1 and 2)



- Knowledge and experience exchange in the context of the community
- STE(A)M competence framework and educator profiles
- Promotion of new educational policies

Blended learning goals

2nd and 4th perspectives (weeks 1 and 2)



- Knowledge and experience exchange in the context of the community
- STE(A)M competence framework and educator profiles
- Promotion of new educational policies
- Curricula design and development
- STE(A)M activity templates



Art is made to disturb, science reassures

Reality only reveals itself when it is illuminated by a ray of poetry

Georges Braque, 1882 - 1963





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