STEAM2learn

# Alignment with the Didactical Model

## Integration of Disciplines

This activity makes children learn new topics from

- Experimental Science
- Social Science
- Technology&Engineering
- Art
- Mathematics

How do you think all STEAM disciplines integrate in this activity?

- ☐ Some subjects are missing from the activity (Level 0)
- ☐ All subjects can be addressed independently (Level 1)
- ☐ Each subject is needed to reach the final goals (Level 2)
- ☐ Children need to make connections between subjects (Level 3)
- ☐ Boundaries between subjects vanish often (Level 4)

## Integration of Children

- Children collaborate with others (collaborative-learning)
- Children need one-another to carry out the activities
- The grouping recommended in the guide is adequate for the tasks
- The project can be adapted to the Country, school, group, each child
- Students reflect on their team's work and on their own performance

## Body & Mind integration

- There is a good hands-on brains-on balance
- Children discover new knowledge by experimenting
- Hands-on work provokes critical thinking and on-topic discussions
- Children will be able to apply their learning in other settings

## Educational Process

- The problem is "realistic" (from the children's perspective)
- Students explore different solutions using Project-based learning
- The learning process involves students actively
- Children discover new knowledge by themselves
- The motivational context is enough to get children's attention
- Students gain knowledge and skills solving an authentic problem
- The project allows students to cover part of the mandatory curriculum

## Process Orchestration

- Children interact with their teacher
- The teacher mainly acts as a coach
- The Useful Questions' section provoke deepful thinking
- The teacher has a clear view of his/her goals
- The activity promotes self-management
- Teachers can handle the time requirements in the schedule
- The suggested formative assessment encourages the learning process