STEAM School

let's get making!

Clár Éire Ildánach Creative Ireland Programme 2017–2022

Comhairle Contae Fhine Gall Fingal County Council

MAKE CREATE INNOVATE

makecreateinnovate.ie/steam-school

hello@makecreateinnovate.ie

STEAM School is an 8 week curriculum-linked blended learning programme delivered by **MAKE CREATE INNOVATE** for young people and teachers in primary and post primary schools.

Each week participants are introduced to low-cost everyday materials (including motors, LEDs, circuitry and recycled materials, as well as microcontroller, MaKey MaKey), through a combination of video learning content and live Zoom support sessions with expert tutors.

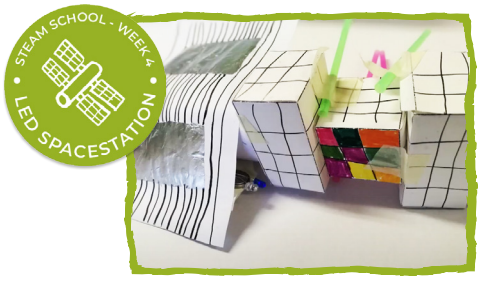
Our **STEAM SCHOOL** programme provides not only a pathway to **STEM** education, but also to vocational learning through creative, engaging and practical activities.

Student Testimony:

" I learnt that I can do anything that I put my heart to especially if it's STEAM."

" Yes it is a great thing for young people like me to do that to teach them the importance for teamwork & learning science in a fun way."

" I think STEAM school is an amazing idea because it helps you a lot to understand computers, coding and it's easier to learn how to use new technologies. STEAM school can also help you for secondary school because the program is targeted for everyone and not just towards more advanced or more smarter kids."



STEAM School

let's get making!

Clár Éire Ildánach Creative Ireland Programme 2017–2022

Comhairle Contae Fhine Gall Fingal County Council

MAKE CREATE INNOVATE

makecreateinnovate.ie/steam-school

hello@makecreateinnovate.ie

Programme Objectives:

1. Support and guide educators' professional development in the provision of engaging, creative STEAM and STEM education experiences for young people.*
2. Engage young people in novel, hands-on maker activities in order to support the learning of STEM subjects by creative means which will:

    - Offer opportunities to engage meaningfully with STEM and STEAM subjects*
    - Address gaps in education provision*
    - Actively support an inclusive & equal learning environment*
    - Facilitate experimentation & creativity to support hands on learning*
    - Encourage interdisciplinary work, co-creation & creative exchange*
    - Encourage civic participation through critical thinking and independence
    - Provide access to alternative career pathways
    - Role model innovation & problem-solving skills in everyday life

** Specific areas mentioned as requiring support in recent publications on digital and online learning.*[1,2]

Teacher Testimony:

" The programme was really engaging and brought a lot of excitement and "WOW" moments for my students. They looked forward to each Wednesday and gained great experience working collaboratively and working with technology."

" I've learned that I do not have to stage interventions with the children as much as I used to. Sometimes it's best to let them discover the solutions themselves and to not give them the answers. They'll learn better problem solving skills themselves rather than me problem solving for them."

Student Impact:[3]

Overall enjoyment	**9** out of 10
Change in Student Confidence (creativity, technology, problem solving):	**9** out of 10
Change in attitude of gender equality in a range of professions:	**16%** positive change overall
Engineer:	**26%** positive change in profession
Software Developer:	**25%** positive change in profession

[1] Ann Devitt et al, 2020, *Teaching and Learning During School Closures: lessons learned - Irish second-level teacher perspectives*, Trinity College Dublin

[2] *Digital Learning 2020: Reporting on practice in Early Learning and Care, Primary and Post-Primary Contexts*, Department of Education and Skills

[3] Based on research carried out during STEAM School pilot phase October – December 2020