EA STEAM for Sustainability Professional Development

Target Audience:

Educators interested in developing curriculum helping learners develop Critical Thinking & Problem Solving.

Workshop Objectives:

Participants will:

- Understand the importance of STEAM & Critical Thinking
- Define Critical Thinking and use 'DDMT for Sustainability' Model for curriculum development
- Learn how to create assignments in a digital portfolio

Workshop Duration: 14 hours

Course Outline

Introduction (120 minutes):

This module provides an overview of how STEAM Education is relevant to the evolving Education Outcomes. Participants are also guided on using constructivism to deepen learning.

- What is STEAM?
- Activity – Making a dart

Integrating Curriculum and Critical Thinking (240 minutes):

This module provides educators with a scaffold in integrating critical thinking into curriculum writing through the use of an instructional model.

- DDMT for Sustainability Model
- Activity – Realignment of Curriculum

Diving into Critical Thinking (120 minutes):

This module demonstrates the conditions used in identifying critical thinking through a making activity.

- What is Critical Thinking?
- Activity – Making a Hat

Using a Digital Portfolio (180 minutes):

This module demonstrates the required steps to create and use the digital portfolio through the life cycle of a course.

- Understanding the role of a course manager
- Setting up the assessment requirements

Validating of Identity (60 minutes):

This module demonstrates the steps needed for participants to display the authentication of their learning.