



STEAM approach to teaching and learning

The course will offer an immersive and activity learning experience in the technologically equipped facilities of Opificio Golinelli. Several workshops and practical labs will be starting points to rethink professional and school practices and to design student experiences in a more transversal, inclusive, challenge based way, according to the STEAM approach. Small group and bottom-up activities will help teachers to reinforce both technical skills (how to use different educational technology with students) and designing/ methodological skills (how to facilitate and support students in their creativity, autonomy and ability to collaborate). The topics will be: making and tinkering, coding and robotics, virtual reality and augmented reality but also facilitation practices, human centered design, activities and project design.

Contents and training are designed by [Fondazione Golinelli](http://www.fondazione-golinelli.it), an Institution accredited by the Italian Ministry of Education for teachers training. It offers innovative training paths for young people and educators, interdisciplinary research and the support for new business activities. In particular Fondazione Golinelli supports Italian schools in developing the steam curriculum and it takes part in many European projects on science and digital competences.

When: Wednesday 5th June to Friday 7th June

Cost: 280€/person, including training activities and coffee breaks

Location: Bologna, Opificio Golinelli

N: min 12-max 28

Programme

Wednesday 5th June

From 10 a.m to 1 p.m and from 2 p.m to 5 p.m

- Registration and get to know workshop
- Making and Tinkering experiences
- Workshop: structured discussion on the meaning of STEAM and STEAM practices

Thursday 6th June

From 9 a.m to 1 p.m and from 2 p.m to 5 p.m

- Digital variation workshop: transforming and enhance analogue activities
- Coding and robotics for storytelling: experimentation
- Workshop: structured discussion on the meaning of STEAM and STEAM practices

Friday 7th June

From 9 a.m to 1 p.m and from 2 p.m to 5 p.m

- Robotic crossing Science: experimentation
- Virtual and augmented reality at school: experimentation
- Science Lab in Golinelli LIVE experience an educational platform in virtual reality
- Ideation Design Workshop: discussion and ideas for creating students activities
- Conclusion