



Presentation

The students attitude towards projects that link Science, Technology, Engineering and Mathematics (STEM) has been approached from different perspectives that include the interest, the own aspirations and capacities in STEM. In recent years, the A (from Arts) has been included in order to broaden the idea of the need for interdisciplinary work to activate learning and also to give representation to the artistic disciplines in the design of projects. The research about the concept of self-efficacy (perception that students have about their own abilities when participating in scientific-technological activities) has allowed finding strategies to improve student's motivation and entrepreneur attitudes inside STEAM tasks. Knowing the evidence and existing strategies in this field is a useful resource to improve the capability to design learning situations by teachers.

Objectives

The aims of the course are:

- To know the main characteristics of STEAM projects
- To know the entrepreneur competences needed for the XXIst century
- To know different learning strategies to improve the entrepreneur competences of students...
- To know examples of good practices of STEAM projects being develop on schools today
- To know a tool to analyse the presence of different disciplines within a STEAM project

Target group

The training course is addressed to primary and secondary school teachers, VET teachers, VET trainers, adults' teachers, managers and employees of enterprises as well as social and youth workers of non-profit organization and public entities.

Language of course

This course is provided in English.

Methodology

The methodology used in the course combines cooperative work techniques and practical tasks with the teacher's explanation of specific contents related to the objectives of the course.

The use of co-evaluation techniques are also practiced as an example of formative evaluation.



Programme

Day 1 – 4 hours

Introduction to STEAM

- Presentation of course and sharing expectations
- What are STEM projects?
- From STEM to STEAM projects.
- STEAM resources

Day 2 – 4 hours

Students on STEAM

- Self-efficacy and STEM
- STEM identity: gender situation
- Technological and scientific literacy through STEAM projects
- Resources to evaluate cooperative work among students

Day 3 – 4 hours

Entrepreneur competences for XXIst century

- The Big 13 :Understanding the meaning of Entrepreneur competences
- Entrepreneur education verbs
- Entrepreneur competences passport

Day 4 – 4 hours

Creation of a STEAM entrepreneur project

- Analysis of STEM / STEAM projects
- What should we take into account when designing a STEAM entrepreneur project?
- Creating a STEAM entrepreneur project

Day 5 – 4 hours

Professional visit, Evaluation, Certification and Farewell

- Visit to a school
- Evaluation and certification
- Farewell dinner



KA1 ERASMUS+ COURSES FOR TEACHERS AND TRAINERS
TITLE "STEM EDUCATION AND ENTREPRENEURSHIP"

Fees

Course fee: 423,50 € VAT included¹.

Amount includes:

- ✓ Preparation for the course
- ✓ Tuition
- ✓ Training materials
- ✓ Administration costs
- ✓ Organizational costs
- ✓ Professional visit to school
- ✓ City tour in Valencia
- ✓ Farewell dinner

Requirements

Minimum of 8 participants. For smaller groups, contact us.

Contact

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References

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[steam4u.eu]

¹ If sending organization (school) has Intracomunitary VAT number, we can invoice the course to the school and the amount can be exempted of VAT.

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Training and Mobility

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