

Fitting it all in! Integration through STEAM and PBL







Rashmi Pimprikar, Jacy Edelman and Kreg Hanning Lesley University, STEAM Learning Lab (http://steam.lesley.edu/)



Hello 你好

Bonjour Hallo Ciao こんにちは Hola

Rashmi Pimprikar,

Program Director STEAM & Computer Science, Lesley STEAM Learning Lab, Lesley University <u>rashmi.pimprikar@lesley.edu</u>

Jacy Edelman,

Assistant Director Lesley STEAM Learning Lab, Lesley University jedelman@lesley.edu

Kreg Hanning,

Project Director Technology & Innovation Lesley STEAM Learning Lab, Lesley University khanning@lesley.edu

Students Learning through Play & Tinkering

The role of the educator is to create the conditions for invention rather than provide ready-made knowledge.

Seymour Papert (1928 - 2016)



Students & Identity Affirmation

Through play, tinkering, creating, debugging, and remixing, we build community and opportunities for "cognitive engagement and identity investment" (Cummins, 2007, p 105)



Students and Digital Use

A digital use divide continues to exist between learners who are using technology in active, creative ways to support their learning and those who predominantly use technology for passive content consumption.

(NETP, 2016, p 5)



Some stories from boston teachers.

Morgan

Gender Equity

"The best thing I've witnessed is that both the boys and girls are using these materials together."



Alicia

Culturally Responsive

"Making sure the environment reflects back to who the children are"

https://youngsteaminventors.com/

Jeff

Supporting Language Learners

"I have students who don't speak English as a first language but their ideas just come to life."





Lesley STEAM Guidelines

Let's Play: Learning as "Hard Fun"¹

Let's Think Out Loud: Learning as Social

Let's Ask the Room: Learning as a Network of Thinkers

Activity Station 01



Poetry in Action

WHAT: Stop motion animation is where you take many photos of objects or characters and string them together into a movie. Each time you take a picture, you'll move the character or object just a tiny amount. The onion skin feature helps you line up your shots to create a smooth animation. The voice recording feature even lets you narrate the story once you're done filming.

YOUR CHALLENGE: Bring a poem of your choice to life through stop motion.

CAN YOU:

- → Take advantage of the text structure?
- → Bring new meaning to the author's use of language and word choice?
- → Take at least 50 100 photos to help make the animation flow organically?
- → Add a voice parration and sound effects with attention to rate and expression of your reading?

















Lealer STEAM Learning Lab - steam leater adj - 2017

Activity Station 02





eBooks & eComics

WHAT: Book Creator is an iPad and Android app that lets you design and publish your own customized eBook.

YOUR CHALLENGE: Using data collected from your lab work, create an interactive eBook or comic strip to tell the story of a scientific phenomenon or burning question.

CAN YOU:

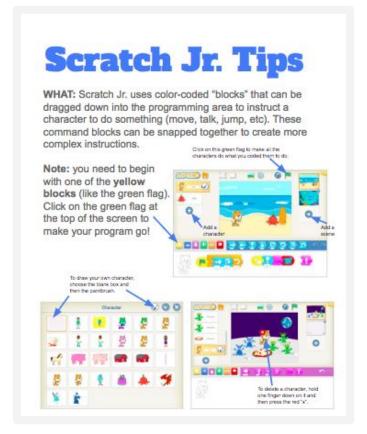
- → Use a storyboard to help organize your thoughts and map the action?
- → Create an engaging dialogue of characters?
- → Embed appropriate scientific language and vocabulary?
- → Craft a compelling conclusion?
- → Add sound effects or music?





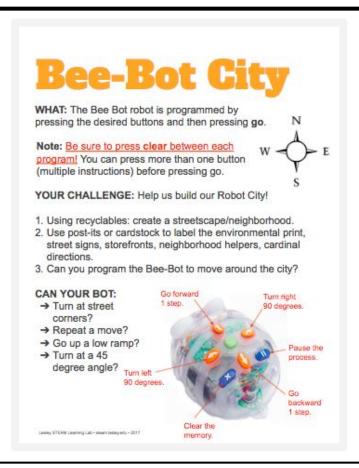
Activity Station 03: Storytelling with ScratchJr





Activity Station 04





Debrief & Thank you!





Lesley STEAM Guidelines

Let's Play: Learning as "Hard Fun"¹

Let's Think Out Loud: Learning as Social

Let's Ask the Room: Learning as a Network of Thinkers

Quick overview of creativity apps we used



ScratchJr. (coding & storytelling)



Book Creator (ebook authoring tool)



Dolnk (green screen)



Stop Motion Studio Pro



BeeBots