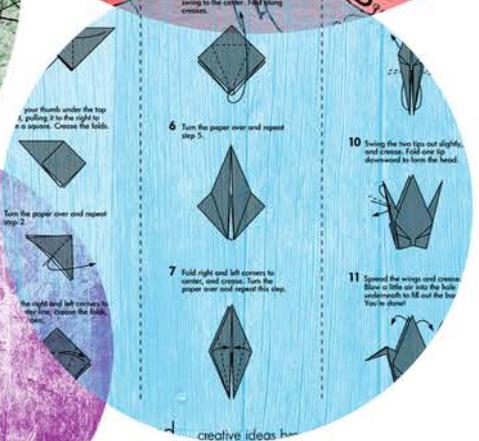
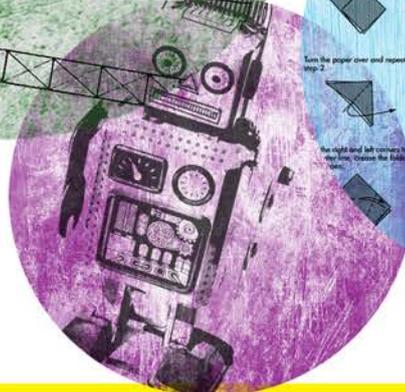
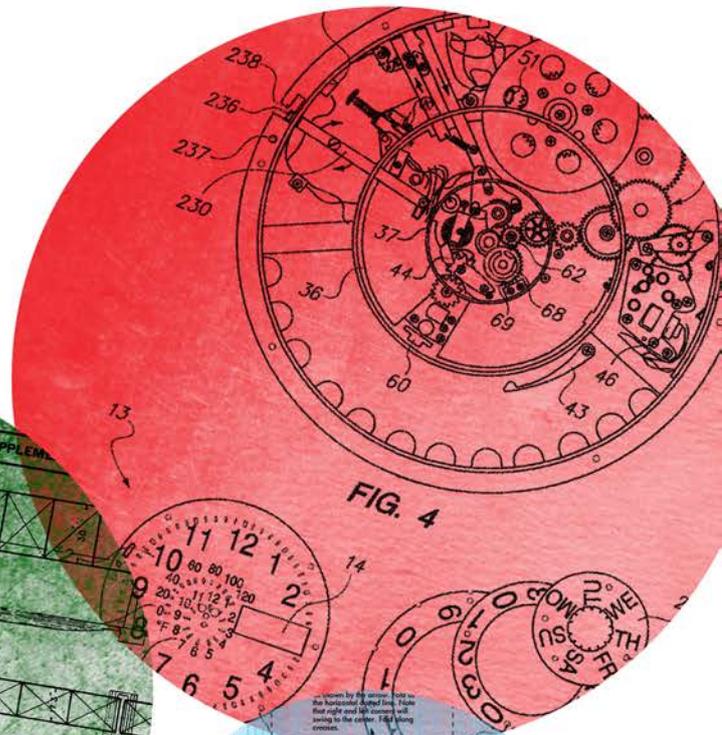
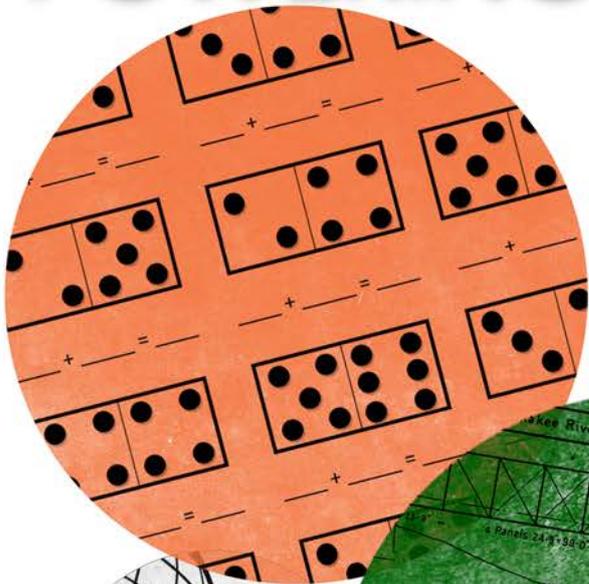


POWERING CREATIVE MINDS



A HANDS-ON, EXPERIENTIAL SYMPOSIUM
COPENHAGEN / NOVEMBER 16-17, 2016

SYMPOSIUM RATIONALE

STEAM is on the uprise - many individual educators and educational institutions are utilizing this collaborative and cross-disciplinary approach to facilitate learning. However, many of us still have questions as to what STEAM is and how we can use it in our teaching environment.

Where do I and my discipline fit in?

What is STEAM really?

How do I develop a STEAM unit?

What are the benefits of learning within the framework of STEAM as opposed to learning within the boundaries of traditional disciplines? How can I bring STEAM into my school?

Do I need to be tech-savvy in order to deliver a STEAM unit?

How does STEAM fit in with Design Thinking, Tinkering and Makervist movements?

PURPOSE, GOAL

The purpose of this 2-day, hands-on, experiential learning symposium is to tinker with some of these questions, to probe some of our uncertainties and to see where we - each of us personally - fit in with STEAM.

During the 2-day symposium you will get to:

Surface your knowledge and assumptions.

See STEAM units in action with students of all ages.

Tinker with tools and ideas that can make STEAM easily accessible for students of all ages.

Use the design thinking process to collaborate with others and develop an action plan to bring STEAM back to your school.

FOR WHOM IS THIS GEARED TOWARDS?

This symposium is suitable for educators of all ages. While STEAM mostly embraces science, technology, engineering, arts, and mathematics it is suitable for all curious educators who teach across disciplines and curricula.

WHO WILL FACILITATE?

This symposium will be co-facilitated by ECIS' STEAM, ART and MATH committee members, by IDEO's Teachers Guild & by a crew of international teachers/experts showcasing best STEAM practice from their classrooms.