

STEAM ROUTE

In the construction of the STEAM educational process, the educational community will travel through **six moments**.

By observing the journey, the elements and tools necessary to design the STEAM route in the educational centers will be identified.



1 EMPATHIZING WITH A STEAM LEARNING CULTURE



We learn in community through collaborative process. Through workshops, dynamics and discussions, each person learns the fundamentals and elements of the STEAM pedagogical approach.

3 DESIGN IDEAS FOR THE ROUTE MAP, COLLABORATIVE, AND INTERDISCIPLINARY WORK

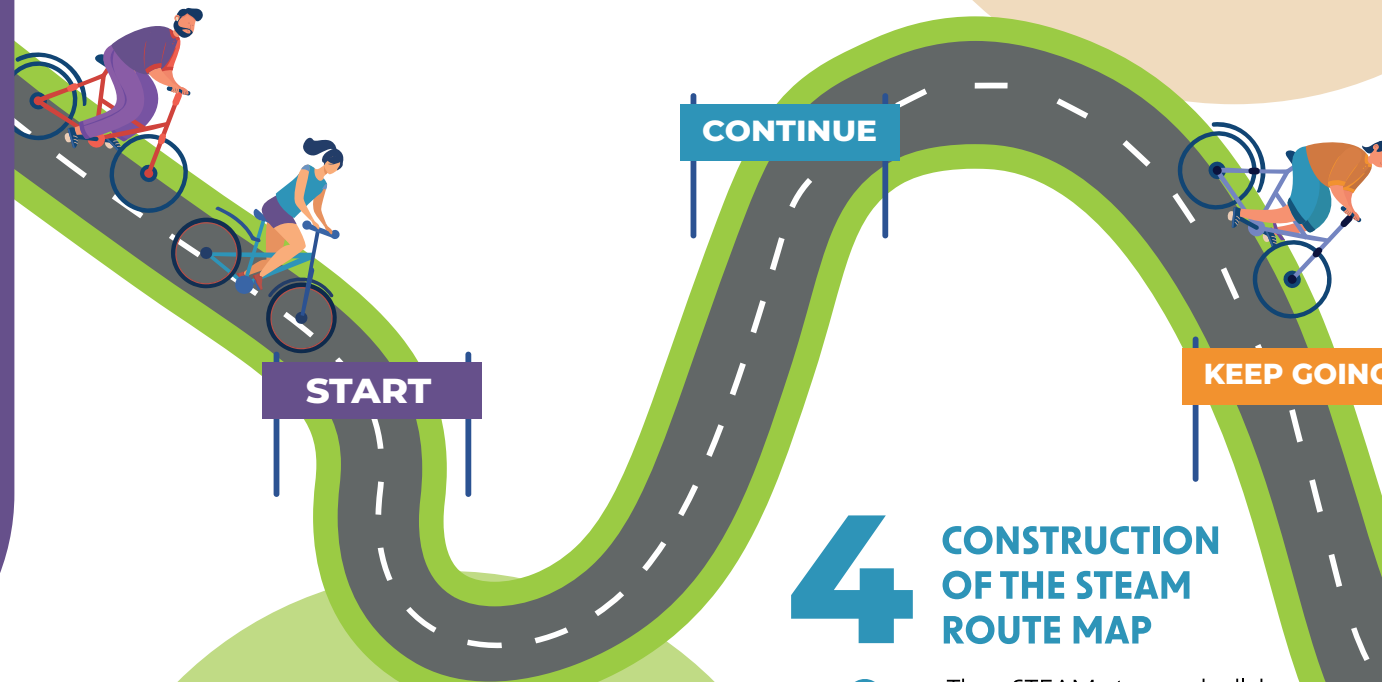


Compile STEAM ideas and initiatives suggested by the school personnel and student population. These initiatives are gathered for the creation of the school's STEAM route map.

5 ALL ABOARD!



Throughout the process, students enjoy STEAM educational experiences together with the facilitators



2 IDENTIFY THE CONTEXT / CHALLENGE



Student population characteristics are defined, the context, needs and resources that the school counts with, to introduce STEAM educational experiences in their learning environment.

4 CONSTRUCTION OF THE STEAM ROUTE MAP



The STEAM team builds the roadmap according to the established format, determines the objectives according to the prioritized needs and the ideas suggested by the staff of the educational center and students.

6 TIME UNDERTAKE!



Results, achievements and learnings are shared for community growth and maturation of the STEAM educational process. STEAM educational processes are visualized as team achievements.