

STEAM-Lab Action Plan - PHASE 2: IDEATE

School:

Person:

Date:

2. IDEATE

2.1. Proposal of the STEAM-Lab **space distribution and tools**.

2.1.1. Attach the list of **tools** planned for 1, 2, 5 years.

You can find the tool's map at https://coggle.it/diagram/X-Cy2_YZrx-l8zDJ/t/technology-in-a-steam-lab-star

For 1 year (short term):

For 2 years (medium term):

For 5 years (long term):

2.1.2. Draw the contour of the STEAM-Lab space of your school in MIRO and make a general **distribution** by zones of use and tools.

You can find an example <https://creasteam.eu/steam-labs/>

2.2. Proposal of the STEAM-Lab **organization and management**.

2.2.1. Write names and associated responsibilities/roles of the **steering committee**: teachers, students, families, other. Associated responsibilities.

2.2.2. Make a first draft of the **space management regulations**: schedules, rules of conduct, and security.

2.2.3. Write a first draft of **measurable goals** for 1, 2, 5 years for the STEAM-Lab space.

For 1 year (short term):

For 2 years (medium term):

For 5 years (long term):

For 1 year (short term):

For 2 years (medium term):

For 5 years (long term):

2.2.4. Write a draft of continuous improvement or **sustainability** plan for the STEAM-Lab.
(For example, it can include indicators of its use, teacher training plan, and resources to make it sustainable over time, dissemination plan, etc.)

2.2.5. Will there be sponsors, service or membership fees...?

2.2.6. How will you overcome the risks stated in the Action Plan - CONTEXTUALIZE 1.3?

(Write down a brief mitigation plan for the risks stated in the Action Plan - CONTEXTUALIZE 1.3)

2.3. **Pedagogical** proposal in the STEAM-Lab.

2.3.1. Think and write schematically. What kind of **projects, didactic units, activities or initiatives** will be developed in the STEAM-Lab, and their link with the curriculum? What is the flagship or star project that you want to promote or with which will you start? Will it be interdisciplinary? Will it promote creativity? Will it cover a social and inclusive approach, and the diversity challenges listed above?

2.3.2. Think and write. What **teaching/learning methodology** will be developed in the STEAM-Lab? Underline the option or options that best suit you.

Active Learning
Project based Learning
Personalization of learning and Inclusive environment
Service-learning
Collaborative learning
Design Thinking methodologies
Inquiry Based Learning
Tinkering
Others (indicate which ones)

2.4. Proposal of the **ecosystem** of the STEAM-Lab.

2.4.1. Think about how the STEAM-Lab will **interconnect** with the community (families, local industry, educational platforms, other STEAM-Labs, etc.).

Students and the educational community are involved in the co-creation of the space and related projects? The school has strong connections with families, local industry, other educational platforms? Consider also creating facebook, twitter or blog page for your users.