

Technologies for STEAM Teaching

– towards adaptive teaching with digital tools
in the STEAM field

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The Project

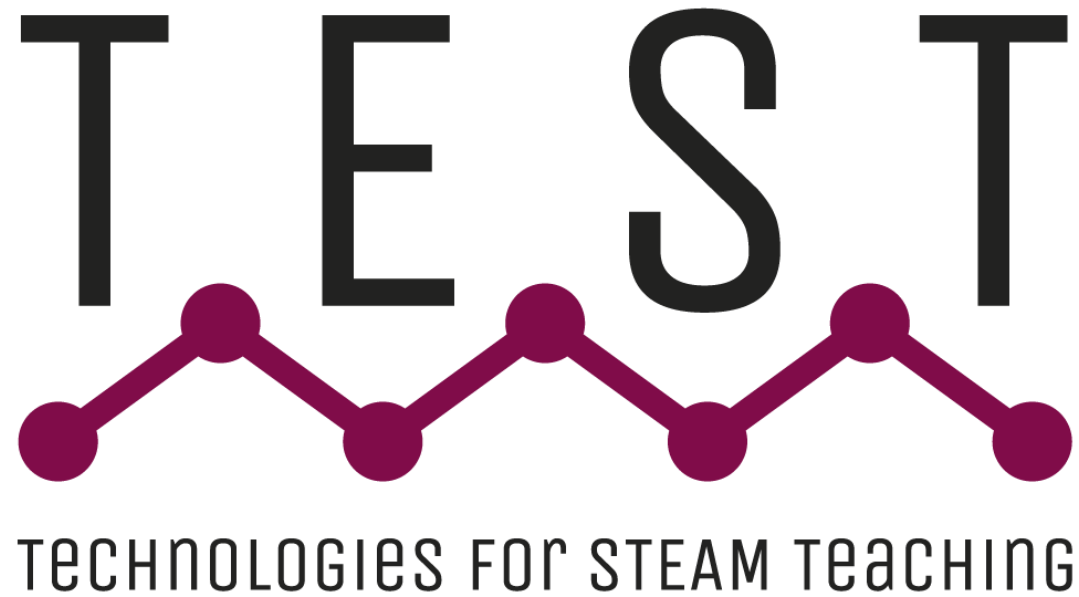


- In line with the **Digital Education Plan 2021-2027**
- Innovative and quality teaching/learning through **new technologies**
- Focus on **STEAM**-disciplines
- Focal points:
 - Co-development of a **Learning Programme** for training trainers
 - Development of digital, methodological, design and kommunikative-relational **competences**
- Link to Project-Website: <https://project-test.unisi.it/de/home-5/>

Project Objectives

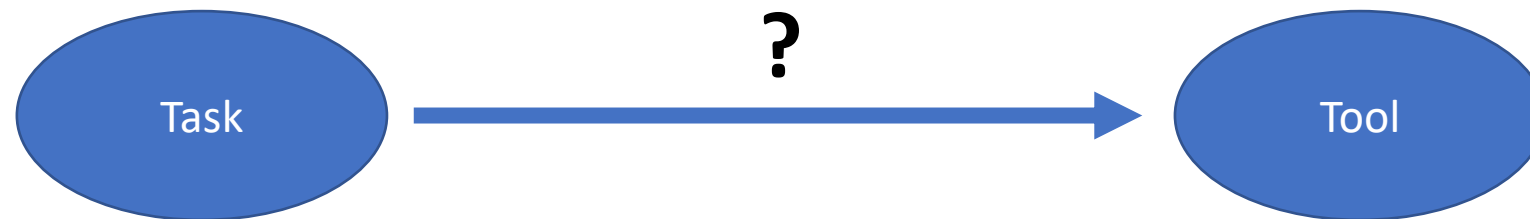


1. Encouraging a **change of mindset** of university teachers to evolve into the role of the Adaptive Teacher
2. Stimulation of **concrete changes** in university pedagogical practices
3. Promotion of a methodological, technological and didactic **alignment** of a pool of teachers
4. **Experimenting** with the methodologies acquired

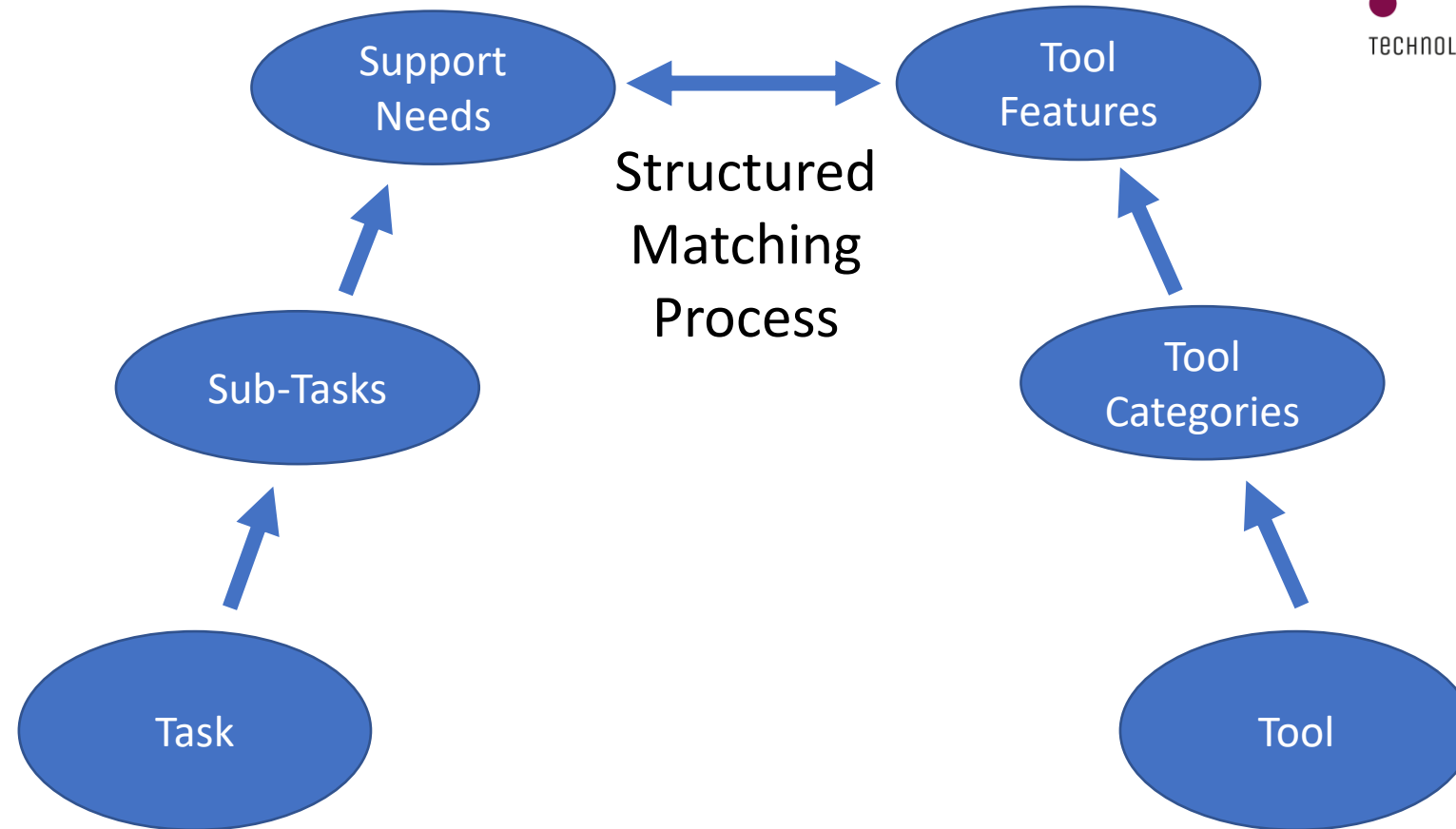


So what?

Informed Tool Selection?



Informed Tool Selection?



Selection Dimensions



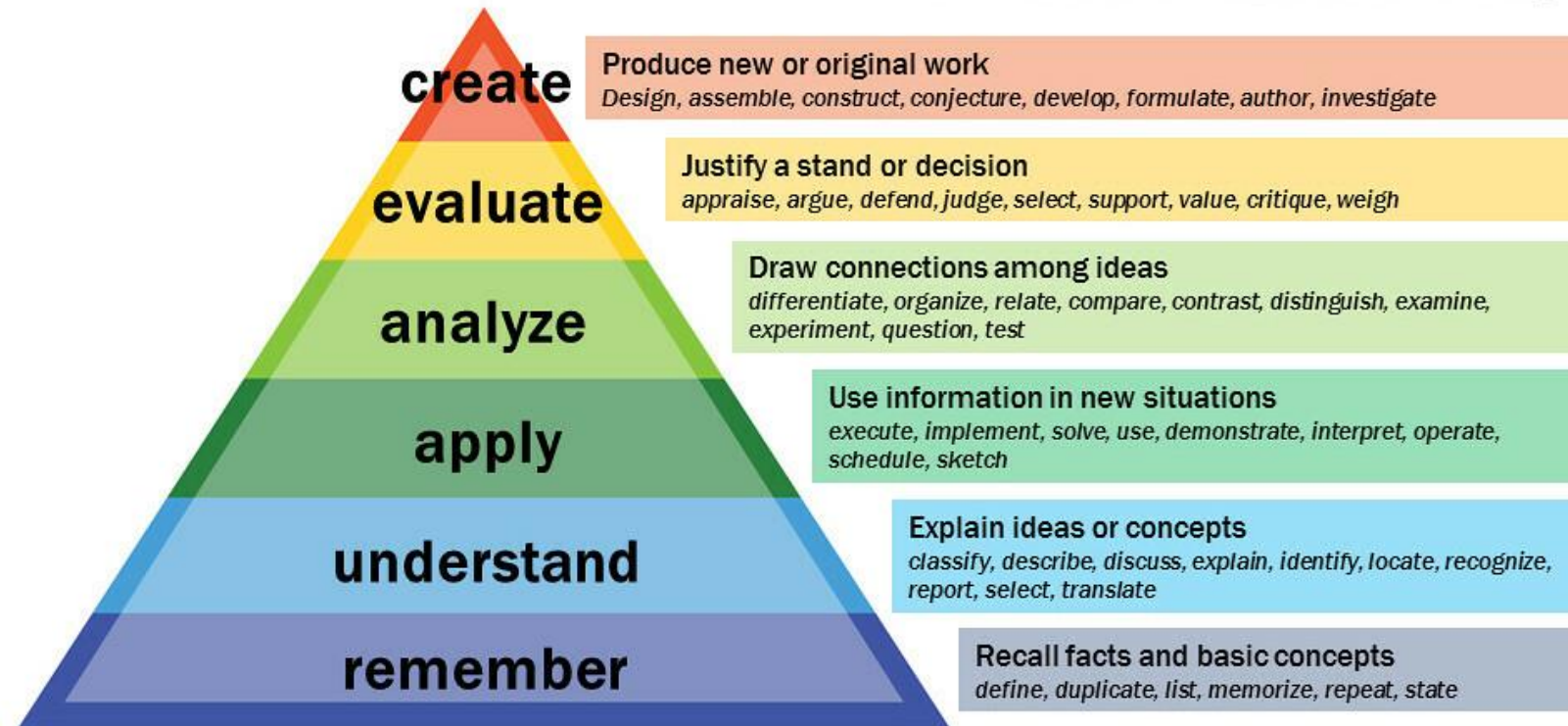
Support Needs

Types of
Learning
Tasks

Types of
Collaboration
Tasks

The Learning Dimension (I)

Bloom's Taxonomy

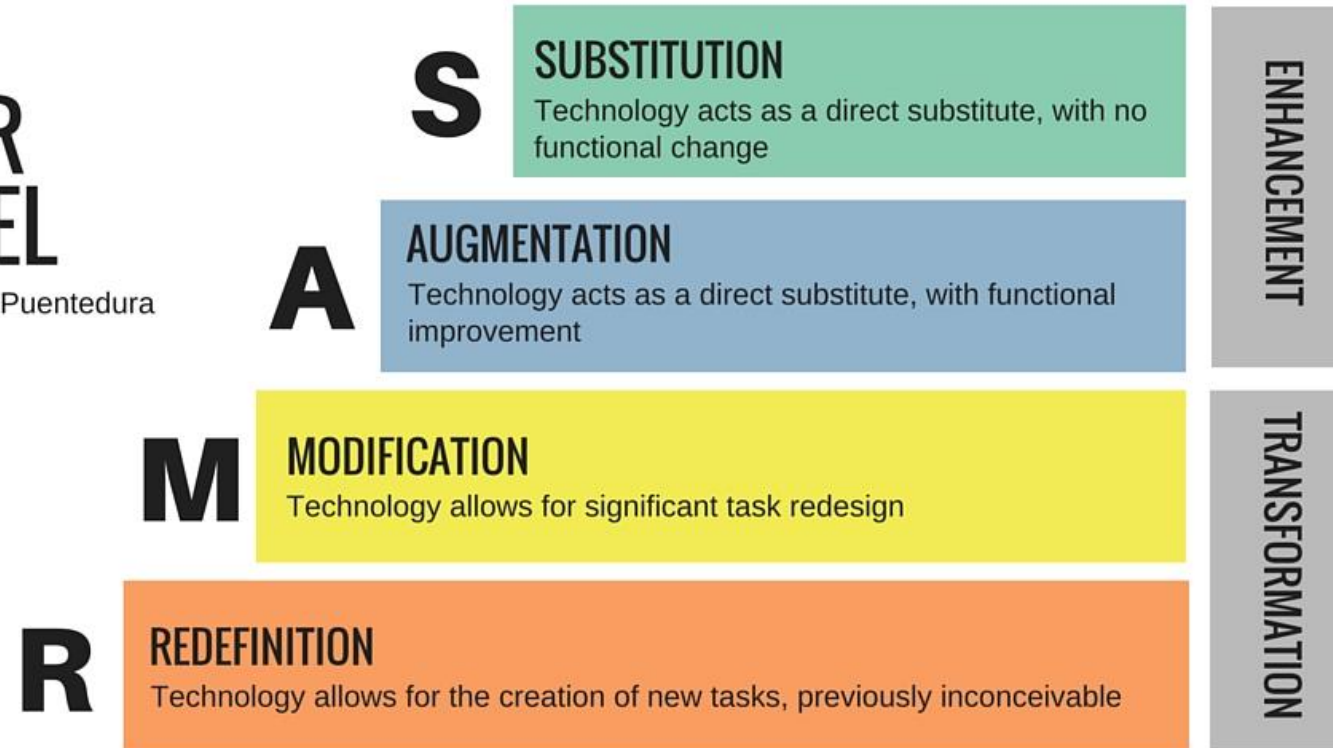


The Learning Dimension (II)

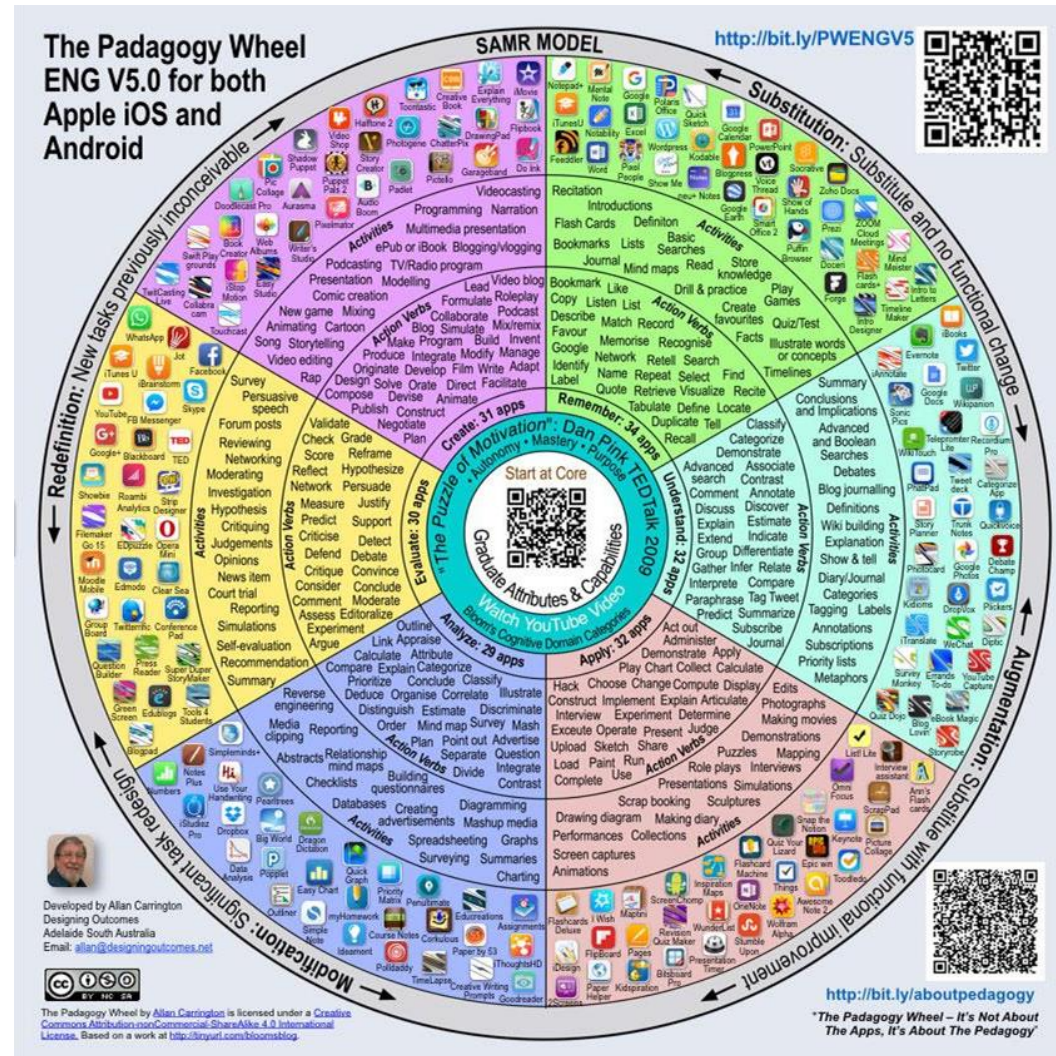


THE SAMR MODEL

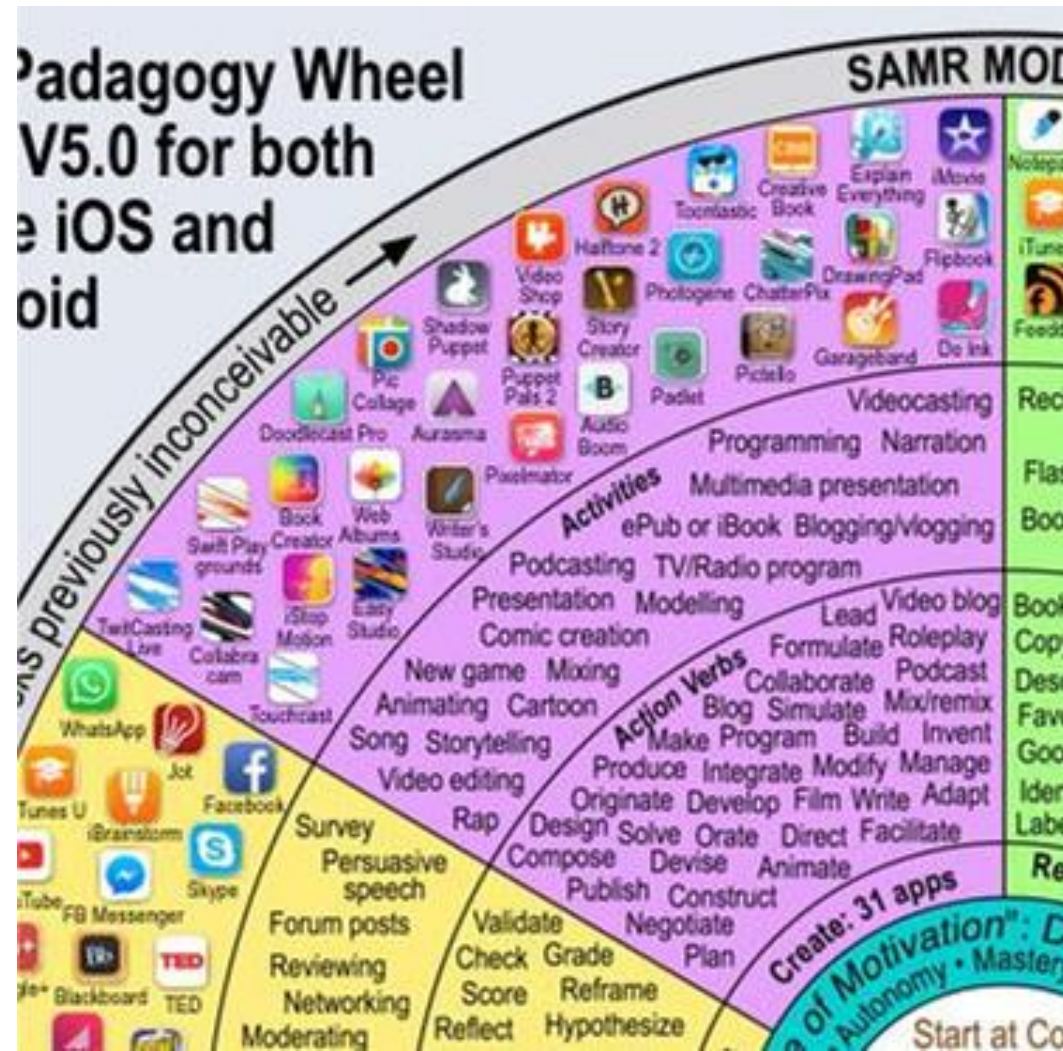
Dr. Ruben R. Puentedura



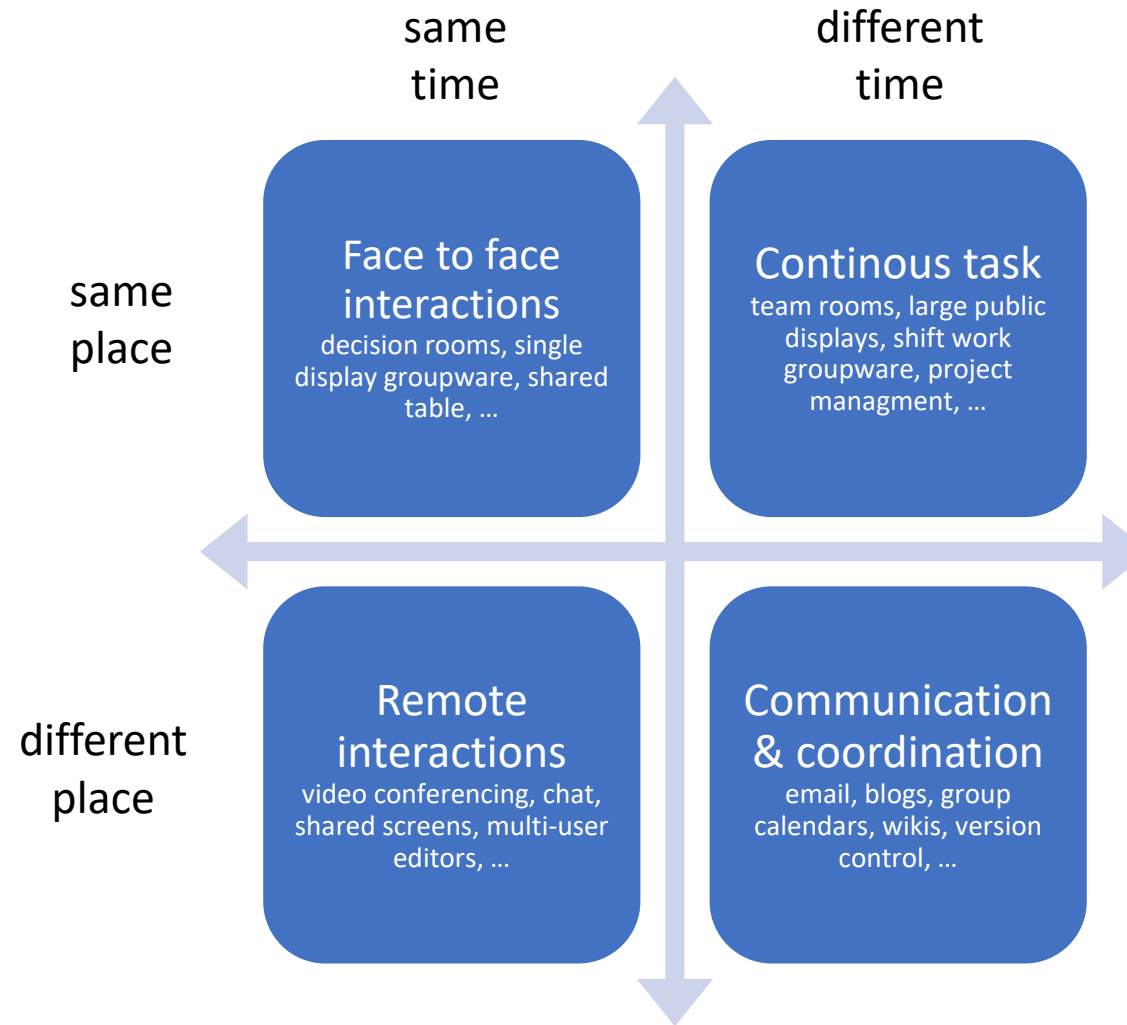
The Learning Dimension (III)



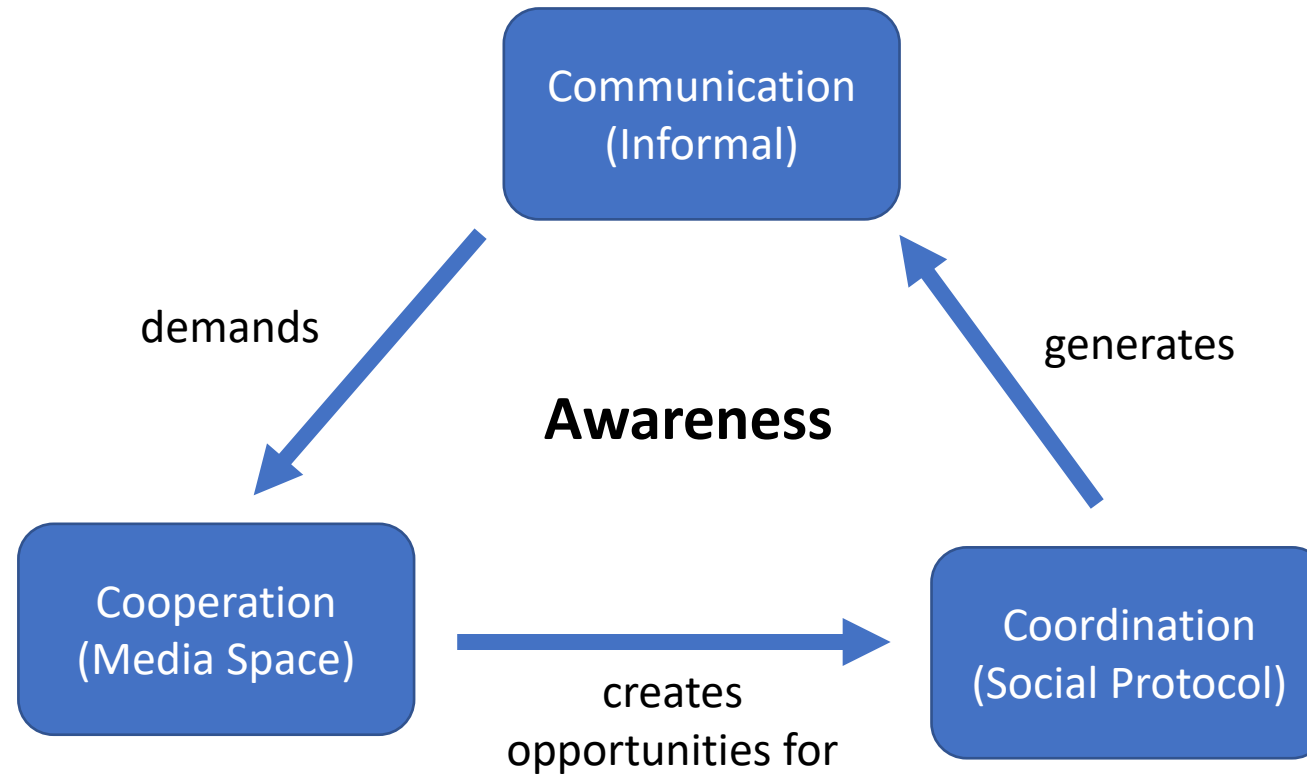
The Learning Dimension (III)



The Collaboration Dimension (I)



The Collaboration Dimension (II)



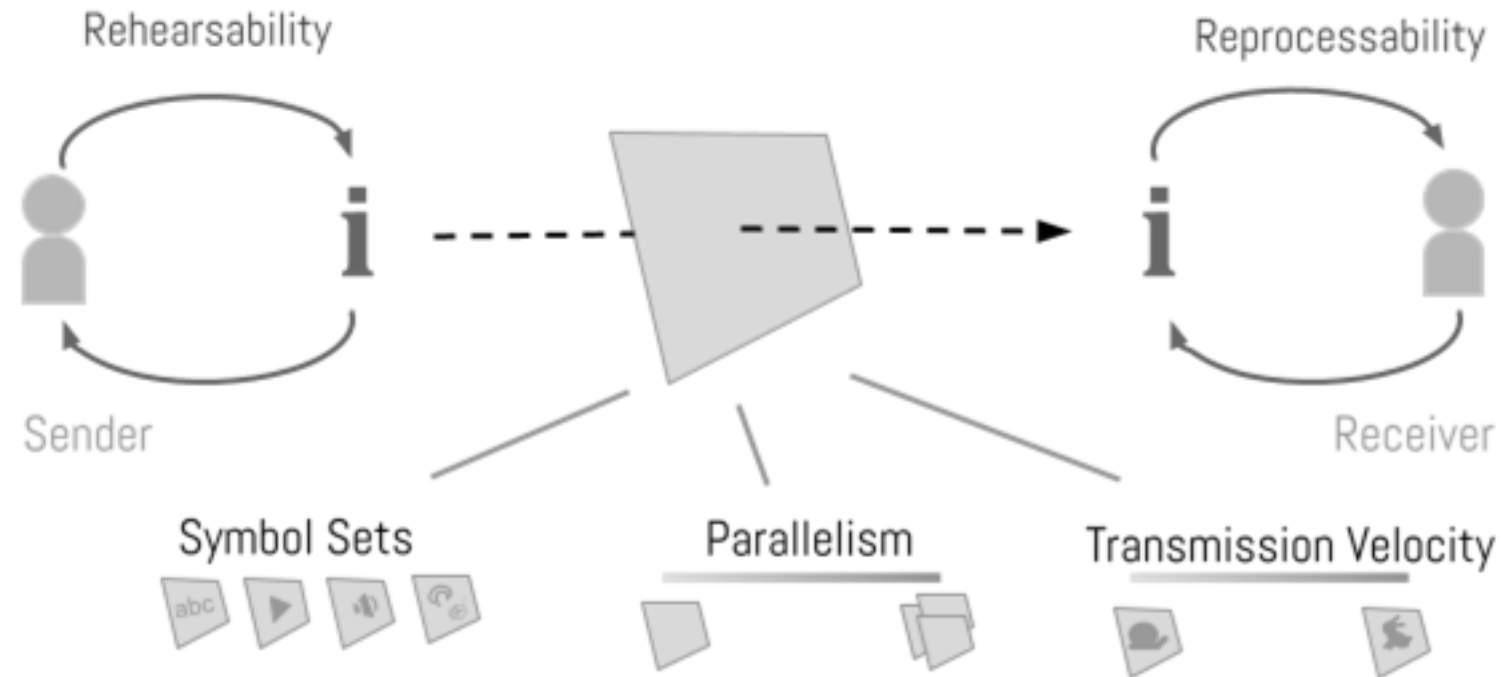
The Collaboration Dimension (III)

Media Synchronicity

Conveyance
Processes

Convergence
Processes

The Collaboration Dimension (IV)



Informed Tool Selection?

