

### D1.D1 - Activity Card

Workshop Title / Content Title	Interactive Learning Facilitation / STEAM Inquiry Clinics
Level	D1
Duration	2 hours
Goals	<ul style="list-style-type: none"> <li>● Enhance Interactive Learning: Equip participants for interactive STEAM learning.</li> <li>● Foster Critical Thinking: Encourage problem-solving through STEAM challenges.</li> <li>● Promote Collaboration: Facilitate teamwork and role of Challenge Coaches.</li> <li>● Develop Facilitation Skills: Train participants as Challenge Coaches.</li> <li>● Encourage Creativity: Stimulate creative thinking in STEAM challenge design.</li> <li>● Apply Real-World Skills: Enable real-world application in STEAM settings.</li> </ul>
Workshop Outputs	<p>STEAM Challenges: Unique challenges created by each group.</p> <p>Challenge Solutions: Documented approaches to the challenges.</p> <p>Challenge Coach Experience: Experience gained in guiding problem-solving.</p> <p>Group Discussions: Compilation of insights and learnings.</p> <p>Peer and Instructor Feedback: Feedback for personal development.</p> <p>Digital Templates: Access to templates and evaluation criteria.</p>
Required Materials	<p>Laptops or Tablets: For research and presentations.</p> <p>Whiteboards and Markers: For brainstorming and concept illustration.</p> <p>Projector: For presentations.</p> <p>-</p>
Description of Activity	Participants engage in a 2-hour workshop focused on interactive learning through STEAM challenges. The workshop includes team activities, challenge creation, problem-solving, and reflections.
Additional Documents	<ul style="list-style-type: none"> <li>● Digital templates for STEAM challenge creation.</li> <li>● Evaluation criteria for challenges and Challenge Coach effectiveness.</li> </ul>