

Interactive Learning Facilitation: STEAM Challenge Showdown (description)

This 3-hour workshop aims to develop participants' skills in inquiry-based coaching within the context of STEAM education. Participants will take turns acting as coaches and learners, engaging in in-depth discussions on specific STEAM topics. The workshop will provide hands-on experience in facilitating meaningful STEAM sessions and will enhance coaching skills.



By the end of this workshop, participants will have gained valuable hands-on experience in inquiry-based coaching, specifically tailored to STEAM education. They will leave with a deeper understanding of how to facilitate meaningful discussions and guide learners through the inquiry process.

Description of Activity:

Participants take turns acting as coaches and learners. By offering thought-provoking questions about a specific STEAM idea (such as the ones from the previous session), coaches encourage inquiry-based coaching sessions. The "learners" engage in in-depth discussions, investigating many perspectives on the topic and reaching conclusions through guided inquiry. This activity gives participants the opportunity to practise and improve their inquiry-based coaching skills, while also helping each other to develop meaningful STEAM sessions they could use in their own practice (if applicable) or during their own coaching journey.

Agenda:

1. Role Assignment and Topic Selection (15 minutes)

- Participants form pairs and decide who will act as the coach and who will be the learner for the first round.
- Each pair selects a STEAM topic for their inquiry-based coaching session.

2. First Round of Inquiry-Based Coaching (30 minutes)

- Coaches guide the learners through a series of thought-provoking questions related to the selected STEAM topic.
- Learners engage in discussion, exploring various perspectives and reaching conclusions.

3. Role Reversal and Second Round (30 minutes)

- Participants switch roles and select a new STEAM topic.
- Repeat the inquiry-based coaching process.

4. Group Discussion and Reflection (30 minutes)

- Pairs share their experiences, challenges, and insights gained from the activity.
- Discuss strategies for effective inquiry-based coaching in STEAM education.

5. Final Round with New Partners (30 minutes)

- Participants form new pairs and engage in another round of inquiry-based coaching, applying the insights and strategies discussed.

6. Conclusion and Reflection (15 minutes)

- Summarize key takeaways and best practices in inquiry-based coaching.
- Open the floor for participants to share what they've learned and how they plan to apply these skills in real-world scenarios.

Additional Notes:

- Facilitators should be prepared to step in and guide the inquiry-based coaching sessions if needed.
- Ensure that all participants understand the importance of open-ended questioning and active listening in effective coaching.

Goals:

- Skill Development: Equip participants with the skills required for effective inquiry-based coaching in the context of STEAM education.
- Hands-On Experience: Provide participants with practical experience in facilitating inquiry-based discussions on specific STEAM topics.
- Peer Learning: Foster a collaborative learning environment where participants can learn from each other's coaching styles and approaches.
- Adaptability: Enable participants to adapt their coaching techniques to different STEAM topics and learner needs.
- Real-World Application: Prepare participants to implement these coaching techniques in their own educational settings or during their coaching journey.

Workshop Outputs:

- Inquiry-Based Coaching Templates: Participants will have access to digital templates designed to guide them through the process of inquiry-based coaching in STEAM topics.
- Personal Reflections: Each participant will have a set of personal reflections and insights gained from both the coaching and learning experiences, which can serve as a basis for future coaching endeavors.
- Peer Feedback: Participants will receive constructive feedback from their peers, providing different perspectives on their coaching techniques.
- Best Practices Summary: A compiled list of best practices and effective strategies for inquiry-based coaching in STEAM, generated from group discussions and reflections.
- Action Plans: Participants will develop individual action plans outlining how they intend to apply the skills and insights gained from the workshop in their own educational settings or coaching journeys.

By the end of the workshop, participants will have a comprehensive understanding of the principles and practices of inquiry-based coaching in STEAM education. They will be equipped with the tools and insights needed to facilitate meaningful and effective learning experiences.

STEAM Category:

- All

Image: www.pexels.com