

D1.02 - Activity Card

Workshop Title / Content Title	Interactive Learning Facilitation / STEAM Challenge Showdown
Level	D1
Duration	3 hours
Goals	<ul style="list-style-type: none"> ● Skill Development: Equip participants for effective inquiry-based coaching in STEAM. ● Hands-On Experience: Provide practical experience in facilitating STEAM discussions. ● Peer Learning: Foster a collaborative learning environment. ● Adaptability: Enable coaching technique adaptation to various STEAM topics. ● Real-World Application: Prepare for implementation in educational settings or coaching journeys.
Workshop Outputs	<p>Inquiry-Based Coaching Templates: Digital templates for guiding STEAM coaching.</p> <p>Personal Reflections: Insights gained from coaching and learning experiences.</p> <p>Peer Feedback: Constructive feedback on coaching techniques.</p> <p>Best Practices Summary: Compiled list of effective strategies for STEAM coaching.</p> <p>Action Plans: Individual plans for applying workshop skills and insights.</p> <p>-</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 3-hour workshop focusing on inquiry-based coaching in STEAM. The workshop includes role assignments, topic selection, inquiry-based coaching rounds, and group discussions.
Additional Documents	<ul style="list-style-type: none"> ● Digital templates for inquiry-based coaching sessions. ● Evaluation criteria for effective coaching.