



**NEW!**



# INTEGRATING STEAM IN THE CLASSROOM



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**OID: E10201112**

Advanced Institute for Skills Development



# COURSE DESCRIPTION

Welcome to “Integrating STEAM in the Classroom,” a transformative six-day course designed under the Erasmus+ KA1 framework for educators and staff. This course offers a comprehensive exploration into the integration of Science, Technology, Engineering, Arts, and Mathematics (STEAM) into educational environments.

With a special emphasis on the arts and design, participants will discover how these elements act as a bridge, connecting more traditional STEM subjects in innovative and aesthetically engaging ways.

Through a blend of theoretical insights and practical workshops, participants will gain the skills and knowledge necessary to effectively implement and enhance STEAM education in their schools. Whether you’re looking to invigorate your curriculum, foster a more creative learning atmosphere, or enhance interdisciplinary learning, this course provides the tools and strategies to make STEAM a cornerstone of your educational approach.

Educators will learn to cultivate an enriched, creative, and interdisciplinary learning environment that prepares students for the challenges of the future.

## Course Objectives

This course is ideal for educators who are passionate about enriching their teaching toolkit and preparing their students for a complex, interconnected world. By the end of this course, participants will not only have a deep understanding of STEAM but also practical experiences and strategies to effectively integrate these principles into their teaching practices.

# COURSE INFORMATION

## Learning Outcomes

- Understand the Fundamentals of STEAM: Develop a robust understanding of how combining science, technology, engineering, arts, and mathematics can create a multifaceted learning environment that enhances student engagement and learning.
- Design Integrated STEAM Curricula: Learn how to develop and implement a curriculum that combines scientific inquiry, technological fluency, engineering practices, artistic creativity, and mathematical thinking.
- Emphasize Arts and Design in Curriculum Development: Learn specific strategies for integrating arts and design into STEM areas, transforming traditional curricula into vibrant, creative, and engaging learning experiences.
- Utilize Digital Tools and Technology: Master the use of technology not only for scientific and mathematical purposes but also to support creative and design-oriented projects within the STEAM framework.
- Foster Creativity and Innovation: Cultivate skills in creativity and innovation among students by integrating arts into traditional STEM subjects, encouraging creative solutions and interdisciplinary projects.
- Implement Effective Arts-focused Teaching Strategies: Gain insights into teaching methods that effectively incorporate STEAM content, especially arts and design, including collaborative projects, problem and project-based learning, inquiry-based teaching methods, and interdisciplinary project design.
- Assess and Evaluate STEAM Learning: Learn how to assess student progress in STEAM subjects through practical, formative, and summative assessment techniques.
- Evaluate Creativity and Artistic Integration: develop skills in assessing not just the scientific and technical aspects of STEAM education, but also the creative outcomes and artistic processes.
- Prepare for Future Trends in Arts and STEAM Education: Stay ahead of educational trends by incorporating cutting-edge art and design techniques that prepare students for future challenges in a rapidly evolving world.

# DAILY PROGRAM

Our courses also include a daily Coffee Break & **Social Program** activities

## DAY 1 / 18h30

- Welcome Session, icebreaking
- Meet & greet, networking – participants and staff
- Week briefing & planning

## DAY 2 / 8h30-13h30

- Introduction to the concepts of Science, Technology, Engineering, Arts, and Mathematics (STEAM).
- Discussion on the integration of STEAM in modern education.
- Exploring case studies of successful STEAM projects.
- Group activities to demonstrate how STEAM fosters innovation.

## DAY 3 / 8h30-13h30

- Key components of a successful STEAM curriculum.
- Aligning curriculum with educational standards and student outcomes.
- Strategies for effective implementation of STEAM programs.
- Overcoming challenges and barriers to STEAM education.

## DAY 4 / 8h30-13h30

- Demonstrating various digital tools and software that enhance STEAM learning.
- Hands-on activities using technology like coding and digital design.
- Participants develop a mini-project using the tools explored in the morning session.
- Peer reviews and feedback on project ideas.

## DAY 5 / 8h30-13h30

- The Arts in STEAM – Enhancing Cross-Disciplinary Learning
- Exploring the intersection of arts with other STEAM disciplines.
- Case studies showcasing the impact of arts in scientific and technical contexts.
- Practical activities involving art-based learning strategies.
- Designing art-infused lessons for science, technology, engineering, and math.

## DAY 6 / 8h30-13h30

- Techniques and tools for assessing student progress in STEAM.
- Analyzing the effectiveness of STEAM education through feedback and data.
- Discussion on emerging trends in STEAM education.
- Planning for sustainable and future-ready STEAM initiatives.
- Course roundup & review
- Learning outcomes' validation
- Certification Ceremony

# OTHER DETAILS

**Certification:** Certificate of Attendance + description of the previous learning outcomes; Europass validation

(Our courses are eligible to be completely funded by the new Erasmus+ program 2021-2027 - KA1 funds and several other programs)

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