# Management strategies

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| Description of the activity: | group work, discussions, and presentations; |
| Target group(s): | teachers, school administration representatives; |
| Keywords: | planning of STEAM activities; schedule of activities; gathering the necessary teaching and learning resources; |
| Duration of activity: | up to 90 min. |
| Description of activity environment and materials needed: | In this activity you will learn about management strategies, why is it impornantand get ideas on how to organise STEAM education at school. Activity include:<br>•presentation and explanation of the topic, practical examples,<br>•brainstorming session, group work;<br>•sharing experience;<br>•For implementation needed: computer with internet connection, multimedia, environment suitable for group work. |

# Management strategies

NACIONALINĖ ŠVIETIMO AGENTŪRA
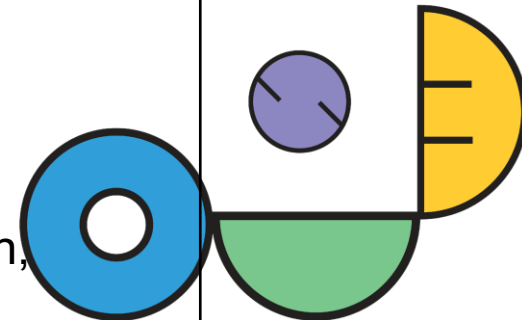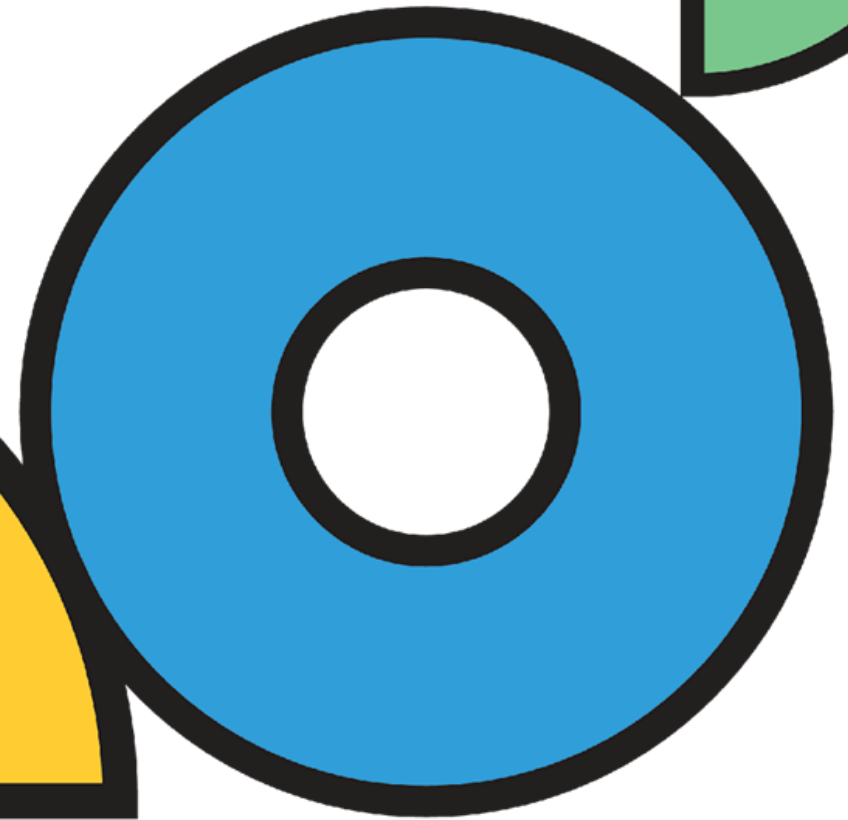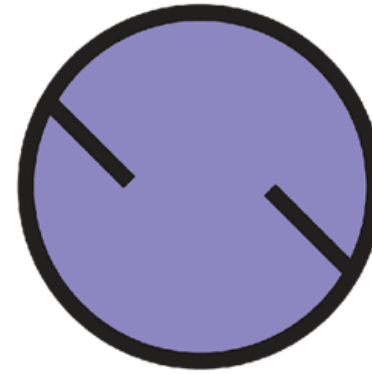
**[IO3 Professional Development (in-service training) program for teachers and educators with STEAM competence development guidance**
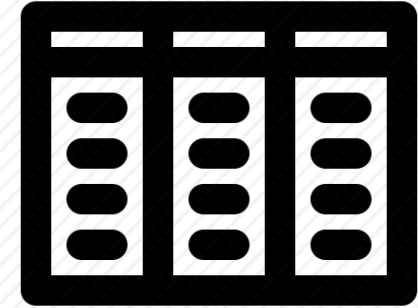
# Management strategies

# Group work (stages)( 20 min.):

- They discusses STEAM activity / program planning practices and scenarios in the school (advantages and disadvantages) only in small groups (10-15 min.);
  - Limitation of STEAM schooling in class/school (criticism) (in groups)
  - Filling in criticism tables (I column - "Problems and disadvantages STEAM at school)
  - Filling in criticism tables (II column - "Disadvantages vs Advantages" , "Scenarios of Problems solving "  (solutions) (Levels of at individual and (or) Methodological group and (or) school).
- Presentations the main issues and the key findings to all.

# The information for teachers

The short theory and the examples of good practice

Empowering teachers to implement all this in their schools: management and organization issues: team building etc.

(15 min.)

# STEAM education management and organization issues

1. The conditions, stages, examples of teaching and learning management and organization

2. The Curriculum Management and STEAM Education (Opportunities and Disadvantages)
   1. Planning (examples);
   2. Organization (examples);
   3. Leadership (aspect of cooperation between teacher, teacher team and administration)(examples);
   4. Achievements. Feedback (students, teachers, administration) (examples).

3. The decisions on the content of STEAM education:
   o What do we aim to develop?
   o How do we agree on the overall achievements of STEAM?
   o How do we relate to a specific subject (s)?
   o How do we choose teaching methods?
   o How do we choose teaching aids?
   o How do we evaluate the result of STEAM education?

# How to start STEAM at school?

The STEAM education management:

a) Class level (teacher):

- Resources and their management: material resources, human resources, etc.
- The Curriculum planning: subject (s) curricula, choice of methods; the desired result; performance evaluation criteria and presentation.
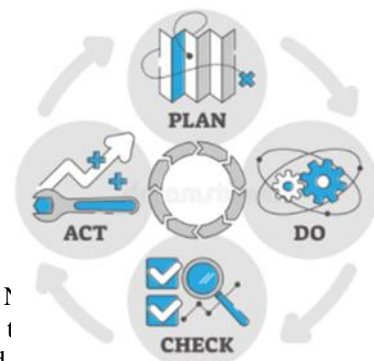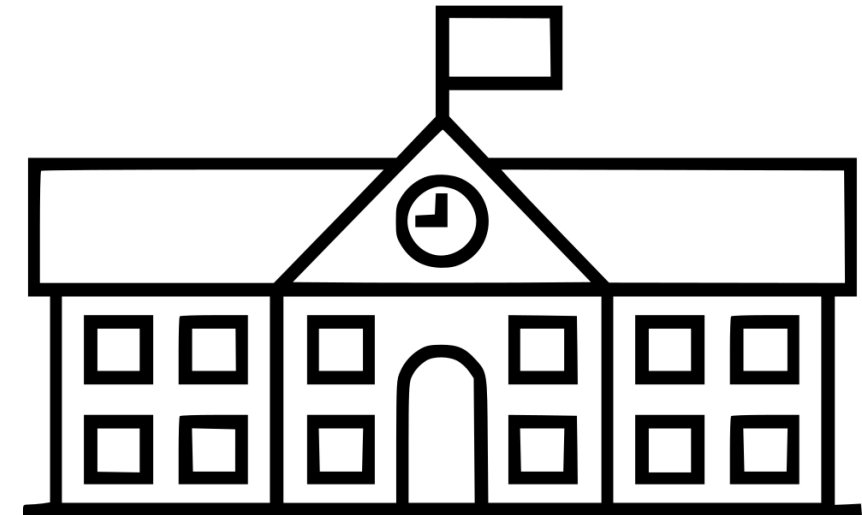
b) School level (school administration)

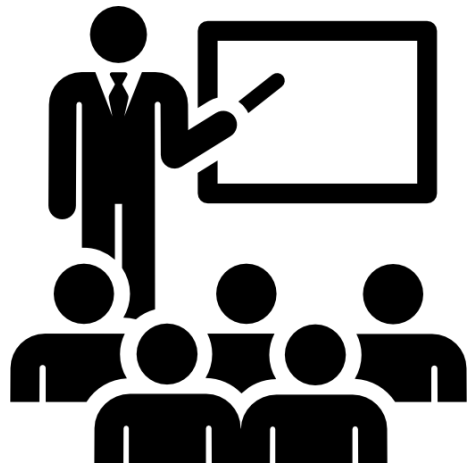- Coordination of STEAM education: planning of general educational activities in the school (stages; schedule)Schedule of learning activities: lesson; project; day, etc.
- Creating an environment for teacher collaboration at school.
- The Mediation in organizing activities outside the school.

## School environment (school founders, etc.):

1. Opportunities for cultural and scientific institutions in carrying out STEAM activities.
2. Opportunities for industrial and manufacturing companies in carrying out STEAM activities.
3. Cooperation of educational institutions in the region (thematic events, conferences, exhibitions, etc.)

# STEAM education management at school



4. CONTROL
1. PLANNING
3. LEADERSHIP
2. ORGANIZATION

# STEAM implementation management / organization



- SCHOOL SUBJECT PROJECT PLANNING STAGES / TIME

**PLANNING**

- PART OF THE CURRICULUM LESSON SCHEDULE PROJECT

**MANAGEMENT AND ORGANIZATION**

- ACHIEVEMENTS (subjects)
- EVALUATION / EVALUATION SELF – EVALUATION
- FEEDBACK

**CONTROL**

**LEADERSHIP**

THE PREPARATION FOR STEAM ACTIVITIES TEACHER COOPERATION ORGANIZATION OF STUDENT / STUDENT ACTIVITIES
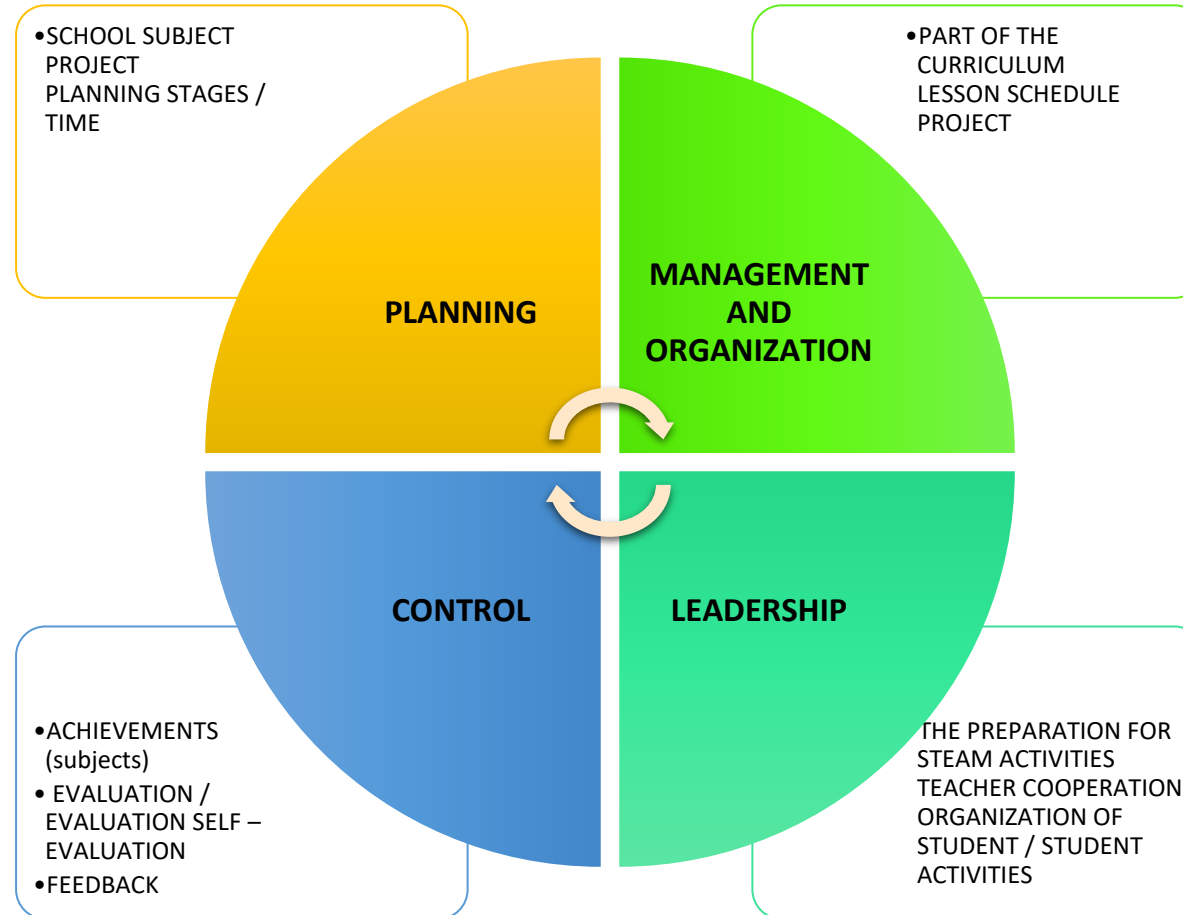
# The main issues
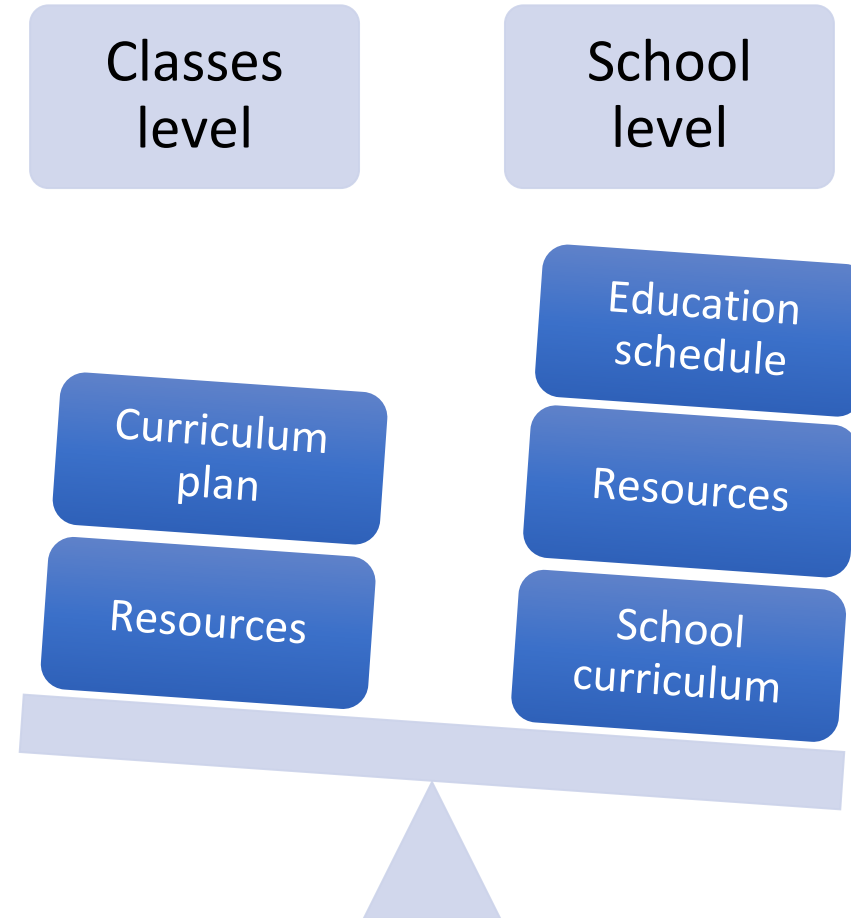
# The Conditions for being at STEAM school (for group work / discussion)



Flexible schedule

STEAM education is an integral part of the subjects

Project vs programme

CONDITIONS / REQUIREMENTS

Teacher cooperation

Teaching materials and facilities
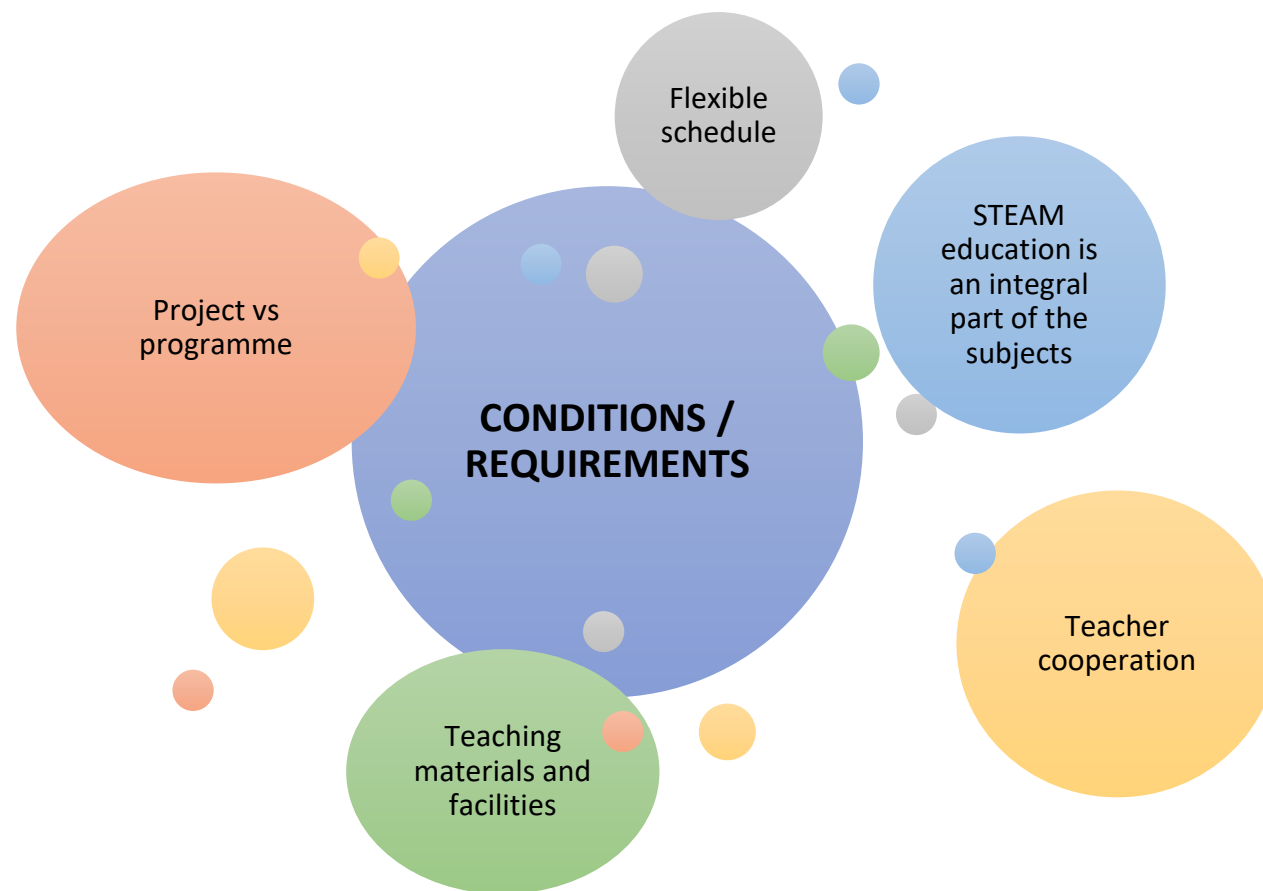
# The Work in groups

The Discussion, the presentation of the results of the discussion, selection of the scenario / plan for the implementation of STEAM in their schools

# Group work (3th stage)(15 min.):

- How problems can be turned into solutions.
- Suggestions and solutions for STEAM education in school (III column)
- Group presentations
- The voting for liked ideas of organizing STEAM activities at school.

# All day reflection (final)

https://www.tricider.com