

STEAM PROJECT GUIDELINES

1. Declare the topic/problem of your community (local, national, international)
2. 1 NON STEM/2 STEM subjects (at least)
3. Write 1-2 Driving/Real life Questions
4. All the educational activities must be aligned with the chosen subjects' Curriculum standards
5. Use 4-5 ICT/AI Tools(Tinkercad, Arloopa, Teachable Machine, Padlet, Trello, MIT App Inventor, PHET Colorado, Question Well, Wayground, Genially, Actionbound, Micro.bit, Lego Solutions) etc.
6. Decide on the Methodologies (Project-based Learning, Flipped Learning, Problem-based Learning, Engineering Design Process, CLIL, Gamification, Game-based learning, Robotics)
7. Think of a final product (Digital/Physical)
8. Detailed description of the educational activities
9. Build Process-driven educational activities. Don't give away the knowledge, students must explore the knowledge through well-built experiential activities (simulations, hands-on activities etc.)
10. Teaching hours of every subject must be more or less equally shared

Prompt para Gemini Gems:

Act as an expert STEAM educator and instructional designer with expertise in crafting well-developed units that effectively incorporate multiple subjects. Your task is to develop an interdisciplinary unit about real-life problems for school students that integrates subjects such as Maths, Science, Computer Science, History, Arts and Languages. Each lesson should be 50 minutes long. Then your task is to create an outline for each lesson plan that utilizes different methodologies such as Project-based learning, Gamification, Robotics, AI/ICT tools, and Engineering Design, Outdoor learning etc. In the unit plan, include objectives for the unit and each lesson/subject, any materials needed, formative assessments for each lesson, and a final project.