

Engaging and Practical Activities for Building Skills in STEM

Outcomes



- Consider a range of strategies for planning engaging activities to develop STEM-specific skills
- Look at ways we can incorporate these activities into our own sessions

Why are engaging activities important in STEM classes?



- Complex concepts
 Break down & use analogies

 - Check understanding
 Apply knowledge
- STEM -specific skills
 Data Analysis and Problem Sets

 - Reading scientific articles
 May be unfamiliar or normally be used in a different context
- Develop Final Assignment
 - Essay e.g. interpreting data, independent research, critical evaluation
 Problem set

| We know why – now what makes it a good activity? Task Brainst orm attributes of a "good activity" | |
|--|--|
| What are the attributes of a good activity? | |
| What makes a "good" activity? Clear aim Clear instructions Active participation Correct pitch + appropriate language Time limited Resources help learning Builds on previous skills/knowledge Links to other sessions | |



Planning and Delivering STEM Activities

(\mathbf{S})

Planning & Delivery

- Planning
- Planning

 Course planning

 What skills are your students developing throughout?

 What will be needed for the final assignment?

 Do you want them to be able to breakdown scientific abstracts for independent research or complete a problem self?

 Handbook

 What information and resources will you need to include to support the above skills?

 Session planning

 Variety of activities

 Churking & linking across sessions the move advanced topics and complex information.
- Color
 Delivery
 Giving clear instructions see core training sessions
 Planning to adapt

What is the purpose of the activity?



- Clear activity outcome
- Relate to session learning objectives
- U niversity-style learning
- Develop higher-level skills
- To stimulate interest?
- Determine prior know ledge?
- Introduce topic?
- Discovernew knowledge?
- Consolidate knowledge?
- Practice skills?
- Test knowledge?

Engaging Starters and Plenaries in STEM



Starter:

- Understand students' baseline knowledge
- Identify students' misconceptions
- Get students to engage quickly with new
- Recap previous content



What is a code?
 Why ap people use codes?

Engaging Starters and Plenaries in STEM



<u>Plenary</u>:

- Students consolidate knowledge
- Reflect on what they have learnt
- Track students' progress E.g. Exit ticket post-its



Endless Possibilities...



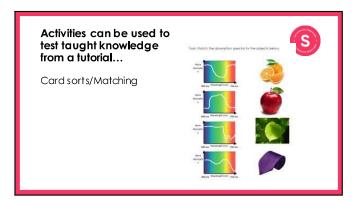
- Pupil-led activities
- Self-discovery/Object-based
- Competitions
- Seminar-style discussions
- Role play
- Card sorts/Matching

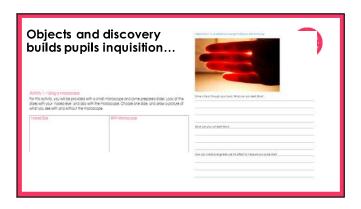
Consider varying:

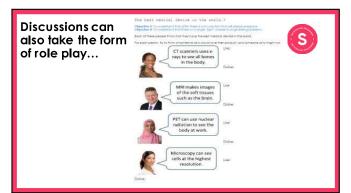
- Resources
 Group/ ind
 - Group/ individual work
- Interaction
 Feedback
 Pacing
 Activity type

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But don't be afraid to work through problem sets....



- Most effective way for pupils to learn is some repetitive practice
- Pupils used to this from their lessons
- Scope for longer problem questions and group work to keep this varied
- I do We do You do structure

How will you use these? – Take home task



Choose one of these techniques. Plan how you could use this technique in one of your tutorials

| Technique | Learning Objective | Resources needed | Feedback | Details |
|-----------|-----------------------|-----------------------|---|--|
| Card sort | Interpreting spectra | Prepared card sort | Cold-calling, pose pause pounce bounce | Pictures of different coloured objects and matching spectra printed on sheet. Pupils to draw lines matching the pictures to the spectra. Hnge point activity |



Introducing Students to Scientific Papers

Introducing Scientific Papers



TASK:

Watch the following modelled activity

Think about these questions:

- What was aim/leaming objective?
- Was this a good activity? Why?
- What could have been improved?

Scientific Papers



Perimortem fractures in Lucy suggest mortality from fall out of tall tree



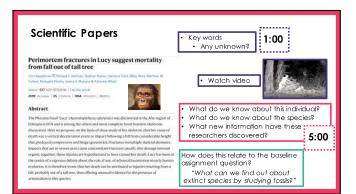
5:00

What do we know about the species? What new information have these researchers discovered?













- ✓ Clear & achievable objective
- ✓ Supports course aims
- ✓ Correct pitch
- \checkmark Active engagement
- ✓ Time limited
- ✓ Resources aid learning
- ✓ Clear instructions

| Summary: | Guided | questions |
|----------|--------|-----------|
|----------|--------|-----------|



- Purpose of activity

- Purpose of activity
 Learning objective?
 Learning new knowledge/skills or applying known knowledge/skills?
 How does this fit into aims for session/course?
 Does format of activity work towards session/course aims?
 Content
 Pitched well for target audience?
 Vocabulary appropriate for target audience?
 Course planning
 Link to other sessions?
 Building to final assignment? Problem set? (How will you build these skills?)
 Established required knowledge/skill base in advance of activity?

Summary: Guided questions



- Type of activity
 Best activity to achieve objective?
 Variety of activities in class/course?
- Time
 Time needed? Fits appropriately within session? Need time to explain/model?
 What could cut from session? Extension exercise?
 Vary pacing in session?
- - Support learning?Easily available to students?

Take Home Task



TASK

- Pick and objective from one of your tutorials
- Think of some different ways you could deliver this and how you can check pupils knowledge using an activity
- Develop the activity using checklist/guided questions

