

Creating environments & activities that encourage positive self-efficacy in STEAM

Create playful environments for positive engagement

- Comfortable, colourful and playful.
- Experiment with different seating / standing options and places.
- Experiment with adding novelty. Swap indoor activities for outdoor. Table activities for the floor etc.

- Experiment with different engagement types and formats.
- Group participation, self-participation, observational participation.
- Experiment with children self-directing the type of activity and where. Choice is empowering.
- Gentle encouragement for novelty and new ways of engaging.

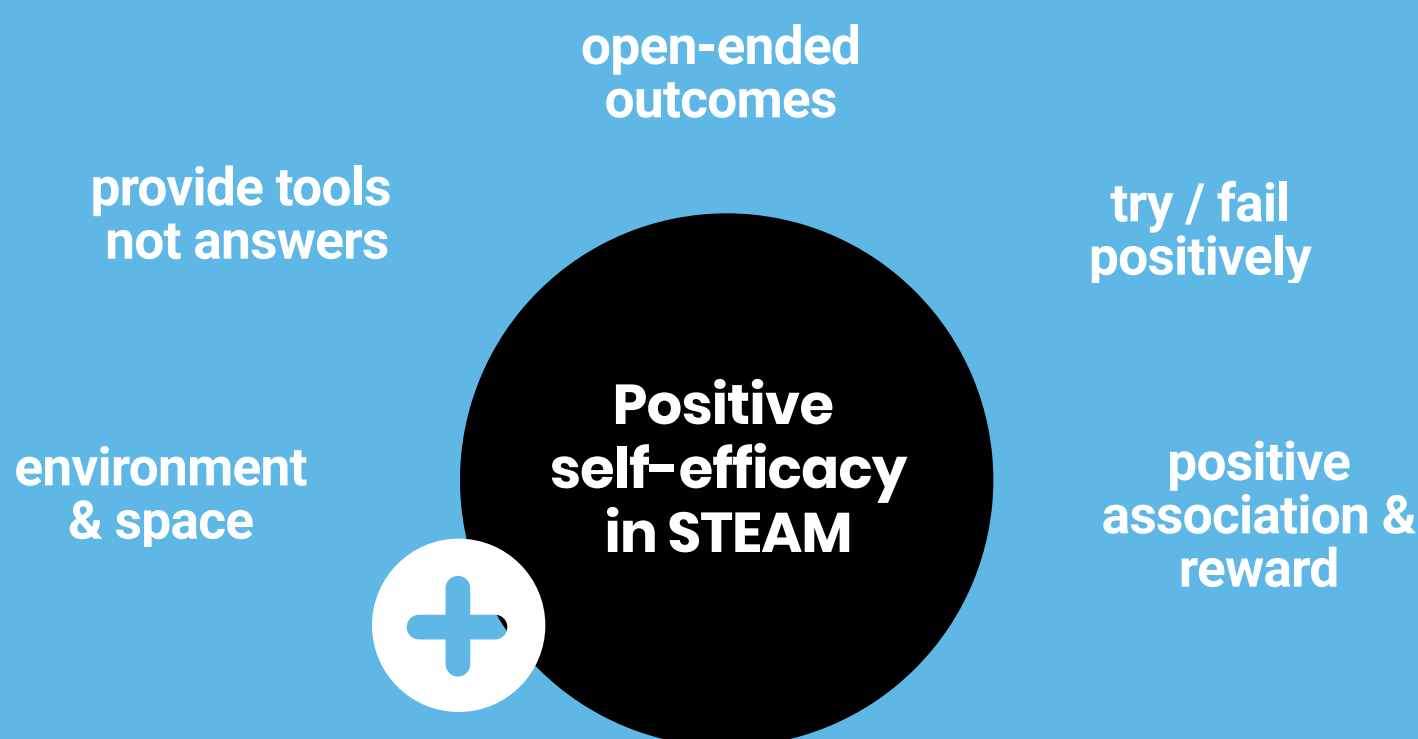
Multiple engagement formats/types available

- Activities with open-ended outcomes.
- Allow problem solving to develop, without strictly defined rules.
- All exploration and attempts to solve a problem is positively rewarded whether it works or not.
- Provide stepping stones in activity solution pathways when needed.

Provide the tools, not the answers.

- Confidence building to 'fail' and comfortable to not get the 'best solution' the first time.
- Encouragement to find the solutions that do not work.
- It is OK for parents not to know the 'right' answer. Confidence in problem solving together as a unit.
- Every solution that doesn't work is a 'positive' achievement.

Confidence to try & confidence to fail.



STEAM4U: Project

Exploring educational strategies in current formal and non-formal learning environments that promote the improvement of self-efficacy in STEAM (Science, Technology, Engineering, Arts and Maths) activities.

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