LOOKING AT APPLIED DESIGN THROUGH DIFFERENT LENSES

Or , "Where's the Target?"

ADST IN THE REVISED CURRICULUM

▸ A new "subject" for K-7 to emphasize 21st Century Skills

▸ <u>Big Ideas for K-7 are about</u>:

  ▸ Design

  ▸ Skills

  ▸ Technology

▸ K-5 expectation is that ADST is integrated

▸ Grade 6-7 teachers choose three or more "modules"

ADST IN THE REVISED CURRICULUM

▸ Included in each student's development of their curricular and core competencies

▸ Skills (including technology) are built/developed from previous skills so an <u>intentional scope/sequence</u> is helpful

ADST REPORTING

- K-3 final report includes a description of progress for ADST
- Grade 4-5 final report includes ADST
- Grade 6-7 term reports all include ADST
- Core competencies self assessment for K-7 for the third term

THE DESIGN/MAKER/STEM/STEAM MOVEMENT

▸ The process of making things is playing an increasingly important role in education

▸ The effectiveness of project/problem-based/hands on learning is supported by our experience and research

▸ There are a number of different approaches and emphases.

▸ ADST skills can be the target but our school staff chose, last year, to use ADST as a vehicle for developing thinking and collaboration skills which parallels the Reggio/STEAM approach

▸ Our school goals are ADST/SEL development

THE STEM MOVEMENT

▸ Goal is to develop SKILLS in:

  ▸ Science

  ▸ Technology

  ▸ Engineering

  ▸ Math

▸ Because of a lack of engagement/interest in this approach it has been replaced…

THE MAKER MOVEMENT

- Goal is to make stuff:
  - Focus is on the individual finding joy in making things according to their passion
- The Maker Manifesto is the template.

THE DESIGN THINKING MOVEMENT

- Goal is to use and develop creativity skills by following the design thinking process

- The Design Thinking method.
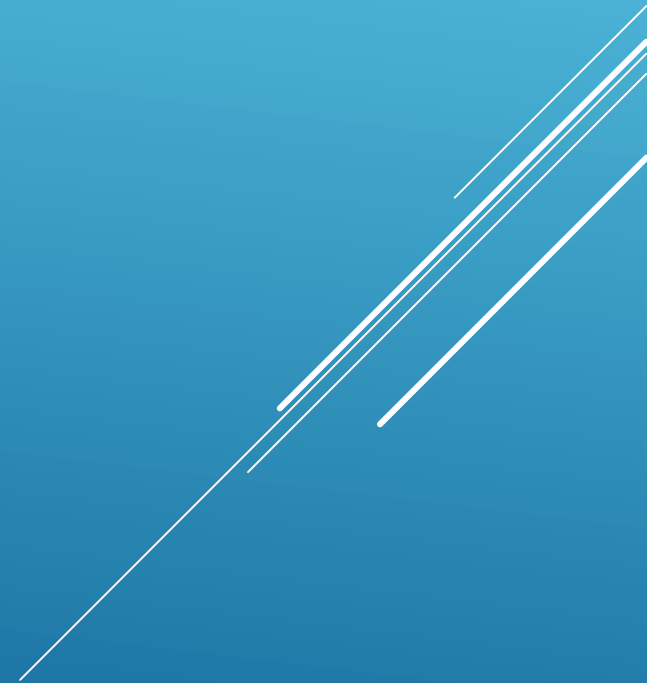
STEAM

is an **educational approach** to learning that uses Science, Technology, Engineering, **the Arts** and Mathematics as access points for **guiding student inquiry, dialogue, and critical thinking.**

- Susan Riley
Arts Integration Specialist

educationcloset

UNDERSTANDING STEAM

▸ STEAM is an integrated approach to learning which requires an intentional connection between core curriculum standards, assessments and lesson design/implementation

▸ Inquiry, collaboration, and an emphasis on process-based learning are at the heart of the STEAM approach

▸ Utilizing and leveraging the integrity of the arts themselves is essential to a fully authentic STEAM initiative

MAKER PEDAGOGY

▶ Hacking, Adapting, Designing, Creating

WHAT'S THE TARGET?

- Craft – make a copy of something

- ADST – Develop specific skills

- STEAM Approach – Develop critical and creative thinking as well as collaboration through the vehicle of ADST

- Ultimately, our target is the development of the <u>core competencies</u> of Creative Thinking, Critical Thinking and Social Responsibility

NEXT STEPS?

- Plan which projects you are going to do
  - Collaborate with Grade Group Partners ☺
  - What resources will you need?
    - Materials, training, tools, technology…
  - To keep in the back of your head…
    - How will you develop and assess:
      - The skill/subject area
      - The growth of thinking/collaboration
  - Use Oct. 23rd to co-plan?
  - Copy somebody else's ideas?