ENGINEERING AND TECHNOLOGY IN STEAM EDUCATION (MASTED-01-01)						
DEGREE PROGRAM:		Master in integrated STEAM Education (MASTED)				
SEMESTER:	TYPE:	CREDITS:	WORKLOAD:	MENTORING:		
First	Basic	3 ECTS	75 hours	2 hours/week		
LANGUAGE: English						

OBJECTIVES				
General	To understand how engineering and technology concepts can be used in educational contexts.			
Specific	 To gain knowledge related to engineering design methodologies. To gain basic knowledge of programming and coding by blocks. To create and modify interactive digital learning activities. 			
SUBJECT MATTER				
During this subject, students will practice and critical reflect of the use of engineering concepts and				
coding and program	ming for improving students 'comprehension since early years.			
COMPETENCES				
C14: Developing advanced digital competences.				
• C15: Developing digital pedagogy competences to use, plan and implement new technologies.				
C16: Developing of professional commitment using digital technologies.				
LEARNING OUTCOMES				
	Engineering design methodology.			
Knowledge	Coding by blocks.			
	Engineering and programming applied to STEAM education.			
Skills	 Ability to use digital technologies to foster learners active and creative engagement with a subject matter. Critical thinking. Problem solving. Design and making skills. Programming and coding skills. Ability to collaborate. 			
Attitudes/values	 Team-working. Positive Self-esteem. Disposition to create and modify complex and interactive digital learning activities. 			
TEACHING METHODS				
Lectures and several hands-on practices will be developed in this course, to help students gaining				
insights in engineeri	ng & technology.			
EVALUATION				
Peer feedback on group work, and an individual written assignment				
PRECONDITIONS				
	ADTAILAT Didentics of Exception and Colones, C. St. 1,			
DEPARTIVIENT				
LECTURERS	liedild IVI. Greca Natalia Muñoz Rujas			
LITERATURE	Chu, HE., Martin, S. N., & Park, J. (2019). A theoretical framework for			
	developing an intercultural STEAM programme for Australian and Korean students to enhance science teaching and learning. International Journal of Science and Mathematics Education, 17(7), 1251–1266. https://doi.org/10.1007/s10763-018-9922-y			

• DeJarnette, N. K. (2012). America's children: Providing early exposure to STEM
(Science, Technology, Engineering and Math) initiatives. Education, 133(1),
77–83.
 Greca Dufranc, I. M., García Terceño, E., Cronquist, B., Fridberg, M., & Redfors, A. (2020). Robotics and early-years STEM education: The botSTEM framework
and activities. European Journal of STEM Education, 5(1), 1–13
 Ortiz-Revilla, J., Adúriz-Bravo, A., & Greca, I. M. (2020). A framework for epistemological discussion on integrated STEM education. Science & Education, 29, 857–880. https://doi.org/10.1007/s11191-020-00131-9 Ortiz-Revilla, J., Greca, I. M., & Arriassecq, I. (2021b). A Theoretical Framework for Integrated STEM Education. Science & Education. on-Line First. https://doi.org/10.1007/s11191-021-00242-x
 Ortiz-Revilla, J; Greca, I. M., & Meneses-Villagrá, J. (2021). Effects of an integrated STEAM approach on the development of competence in primary education students. Journal for the Study of Education and Development, p. 1–33. https://doi.org/10.1080/02103702.2021.1925473