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FINAL EVENT

June 4th, 2019

Technasium Room

We will collect your data: names, email addresses, school addresses and signature.

We will send you an e-mail when the project is complete and you can access all the e-tools in one place.

AUTHORIZED

Project and Partnership

PROJECT

Design stems from STEM

PROJECT INTELLECTUAL OUTPUT

An e-toolkit

- for integrated teaching/learning of design and STEM concepts
- based on real-life problems
- compliant to quality criterias
- available under open licence

Target group:

- **Primary:** design students aged 15-25
- **Secondary:** STEM students aged 15-18

Core Teams:

- **Pedagogy Team:** innovative STEM educational methods and tools
- **Design Team:** experience and competence of design education
- **STEM & ICT Team:** experience and competence of STEM and ICT education

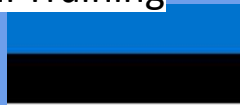
Partnership

ITT Buonarroti - Pozzo



Polytechnic Institute of Braganca

Kuressaare Regional Training
Centre



Tartu Art School

University of Piraeus



Gutenberg Schule



Faculty of Information
Studies



Middlesbrough College



HMC vocational college



LUMA Centre of Helsinki University



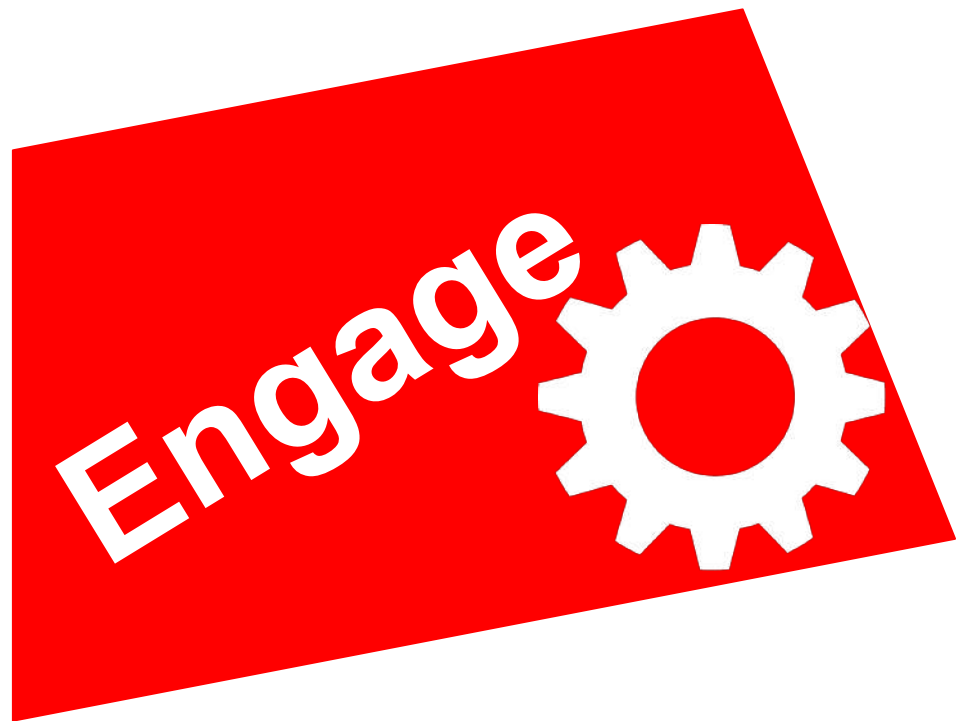
What is the 5E Instructional Model?





Engage

The teacher works to gain an understanding of the students' prior knowledge and identify any knowledge gaps.





Creates curiosity

Explains concepts prematurely

Raises questions

States conclusions



Uncovers what the students know or
think about the concepts

Provides definitions and answers



“Why did this happen?”

Asks for the "right" answer



Shows interest in the
topic

Offers the "right" answer

“What do I already know about this?
What can I find out about this?”

Seeks one solution



Explore

Students actively explore the new concepts through concrete learning experiences.

Explore





Encourages students to work together
without direct instruction

Provides answers and closure

Observes and listens to students'
interactions



Informs students about mistakes

Acts as consultant for students

Acts as the sole source of information



Thinks freely but within limits of the activity

Shows passive involvement



Suspends judgment

Stops with one solution

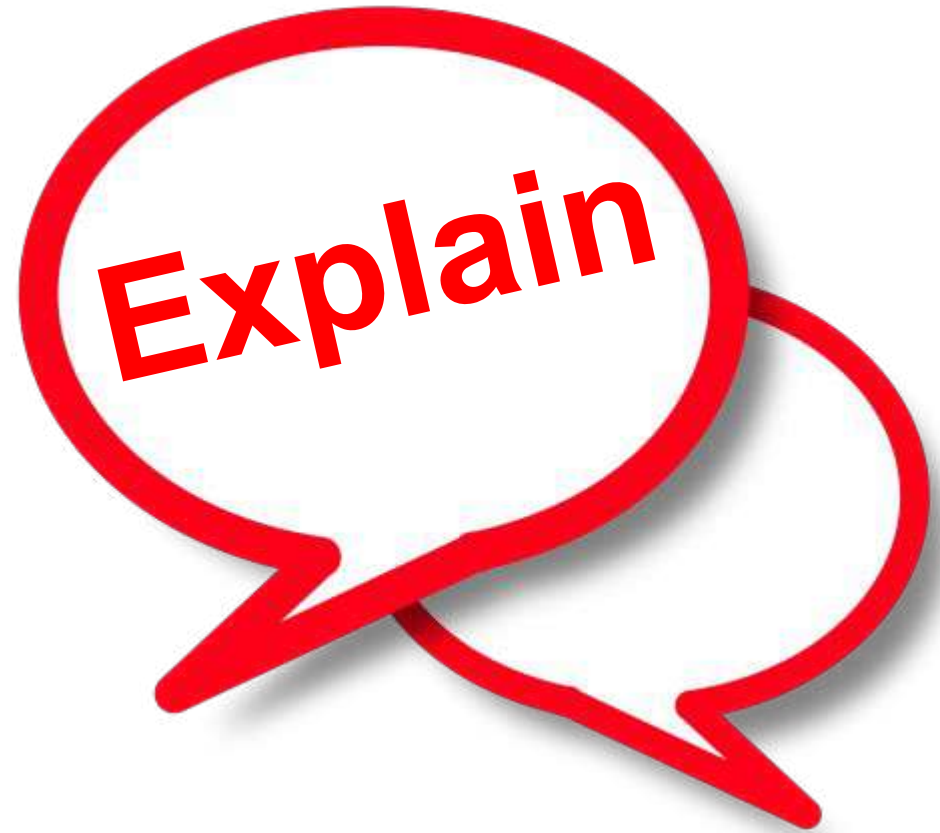
Tests and forms new predictions and hypotheses

"Plays around" indiscriminately with no goal in mind



Explain

A teacher-led phase that helps students synthesize new knowledge and ask questions if they need further clarification.





Encourages students to explain concepts and definitions in their own words

Accepts explanations that have no justification

Asks for justification (evidence) and clarification from students



Introduces unrelated concepts or skills.

Uses students' previous experiences as basis for explaining concepts

"Plays around" with no goal in mind



Explains possible solutions or answers to others

Brings up irrelevant experiences and examples

Listens critically to others' explanations

Does not attend to other plausible explanations

Listens to and tries to comprehend explanations offered by teacher

Accepts explanations without justification





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Elaborate

The phase focuses on giving students space to apply what they've learned. This helps them to develop a deeper understanding.





Expects students to use formal definitions and explanations provided previously

Provides definitive answers tells students that they are wrong



Refers students to existing data

Leads students step by step to a solution

Encourages students to apply or extend concepts and skills in new situations

Explains how to work through problems



Records observations and explanations

"Plays around" with no goal in mind



Checks for understanding among
peers

Ignores previous information or
evidence

Uses previous information to ask questions,
propose solutions, make decisions and design
experiments

In discussion, uses only labels provided by
teacher



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Evaluate

During this phase, teachers can observe their students and see whether they have a complete understanding of the core concepts.





Observes students as they apply
new concepts and skills

Tests vocabulary words, terms,
and isolated facts

Assesses students'
knowledge and skills



Introduces new ideas or
concepts

Provides students with formative
feedback to enhance their thinking
or behaviours

Only provides summative feedback



Answers open-ended questions by using observations, evidence, and previously accepted explanations

Draws conclusions without using evidence or previously accepted explanation

Is able to evaluate his or her own progress and knowledge

Fails to express satisfactory explanations in his or her own words

Asks related questions that would encourage future investigations

Introduces new, irrelevant topics



Explore

Present the Content – Help learner understand concepts, process/procedures, facts or principles

Elaborate

Construct New Learning – Help learner apply prior learning and acquire new



Engage

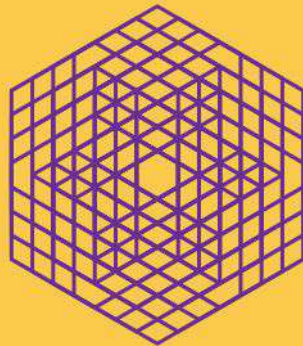
Establish Relevancy – Help learner determine need of learning new concepts

Explain

Improve Understanding – Help learner to express new learning and provide guidance

Evaluate

Assess Learning – Help learner measure learning against its corresponding goals



Fachwerk

A **VueJS** and **Markdown** based framework for creating interactive learning materials.

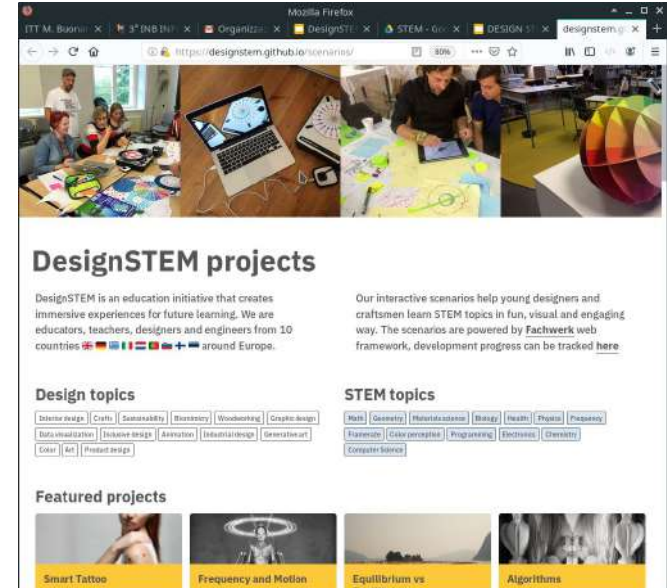


DesignSTEM Projects

Official web site

<https://designstem.github.io/scenarios/>

- All content is licenced under CC (BY-NC-SA)
- All code is licenced under MIT licence.



Featured projects

- Smart Tattoos
- Frequency & Motion
- Equilibrium vs Equilibrium
- Become an Algorist!
- Design for colour blindness
- Metamerism

description

time

materials

name

tags

class settings

Frequency and Motion

From praxiscopes to cinema to GIFs, learn the science behind the moving image

Animation Math Physics Frequency Framerate

20min + 15min + 45min + 10 hrs external

Individual work, 2-5 people groups

turntable, paper, scissors, pencil(s), printer, smartphone / tablet / computer

In-progress projects



England

1

Natural Dyes



Germany

2

Colorblindness Metamerism



Greece

1

Spirals



Italy

3

Of Bees and Packages RGB lamp Equilibrium vs Equilibrium



Kuressaare

5

Frequency and Motion Pottery Simulator Easing Moiré Bits and colors



Netherlands

8

2D and 3D Patterns Waste is a Design Mistake Waste is a Design M
Mistake II Waste is a Design Mistake III Looking for Triangles Sun



Portugal

4

Structures Lightness AVAColor Biomimicry



Slovenia

3

Algorithms Decision tree Software Engineering



Tartu

3

Scaling From Geometry to Design Interactive robotics



Finland

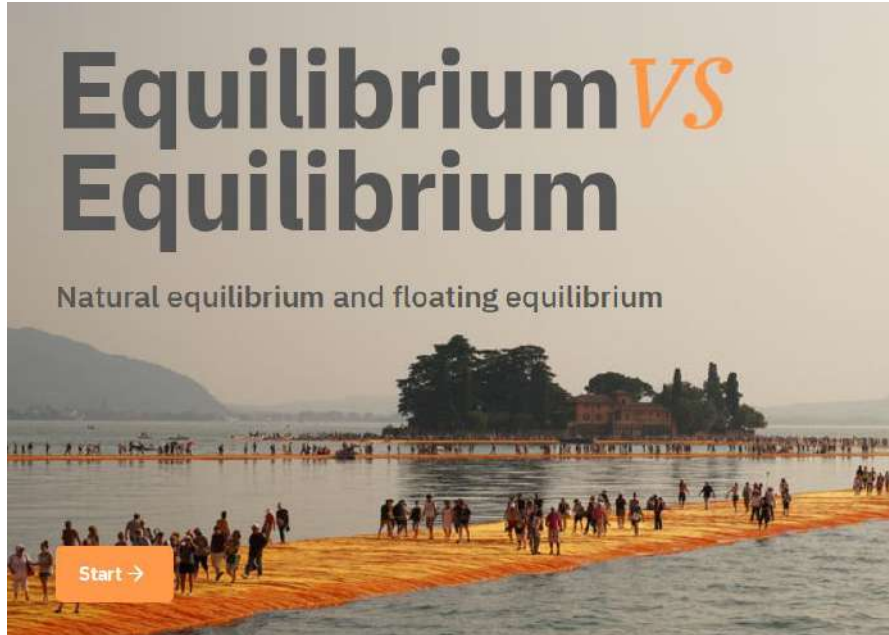
1

Smart Tattoo

Let's Play

<https://designstem.github.io/scenarios/>

Equilibrium vs Equilibrium



Floating structures recycling plastic



Equilibrium vs Equilibrium

Physics, Chemistry and Maths

Plastics TYPE

LDPE

Plastic Choice: LDPE

Density: 0.926-0.940
g/cm³
(floats in fresh water and salt water, glycerin, alcohol. Sinks in vegetable oil)



LIQUID TYPE

WATER

Liquid Choice: WATER

Floats in fresh water and salt water, glycerin, alcohol. Sinks in vegetable oil



Equilibrium vs Equilibrium

Balance the natural equilibrium and floating equilibrium

Sustainability

Chemistry



30 min quicklook + 60 min extended exercise



Individual work, 2-5 people groups



Smartphone / tablet / computer

Colorblindness

Design for colour blindness

What is *colour blindness*?

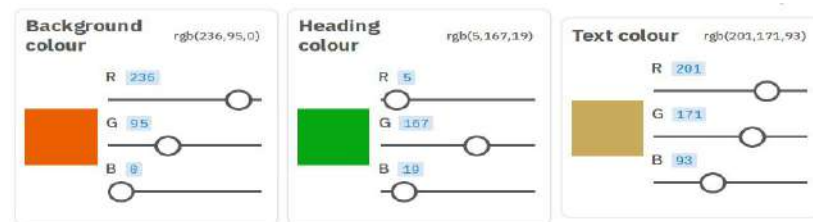
What is *colour vision deficiency / CVD*?

Wait... What is *colour*?

How to design for people whose colour perception is impaired?

Let's start →

Working color palette



Colorblindness

Maths and Biology

Protanopia

Fields with errors are marked red!

Name

Conrad de Colorbusier

E-mail

c.d.colourbusier@thisandthat.bom

Press the green button if you DO NOT
WANT TO DELETE ALL YOUR SAVINGS!

CANCEL CONTINUE

color
perception

Colorblindness

Emphasize with and design for color blindness

Data visualization

Inclusive design

Color

Biology

Color perception



30 min quicklook + 2 days extended look



Individual work, 2-5 people groups

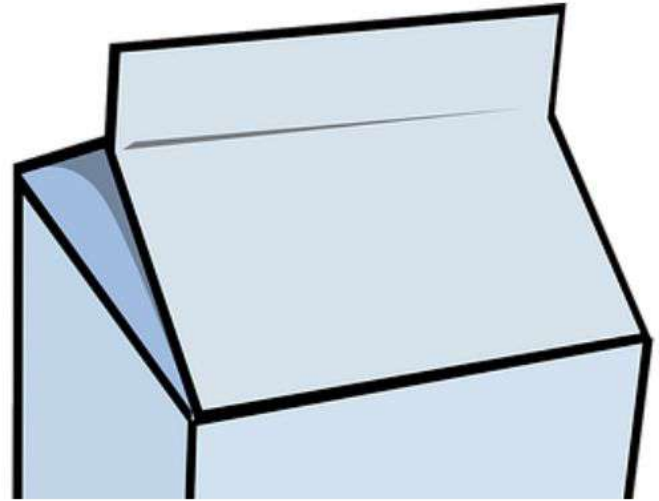


Smartphone / tablet / computer

Of Bees and Packages



Package



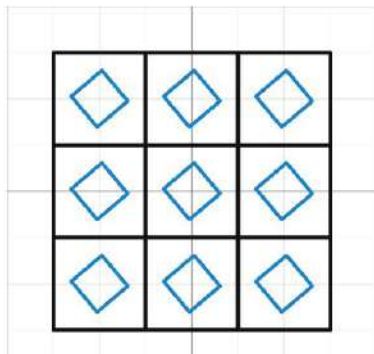
Of Bees and Packages

Maths and Geometry

perimeter p

number of edges n

rotation r



store
multiple
packages

Of Bees and Packages

Packaging optimization for environmental sustainability

Graphic design

Geometry

Math



30 min quicklook + 180 min extended exercise

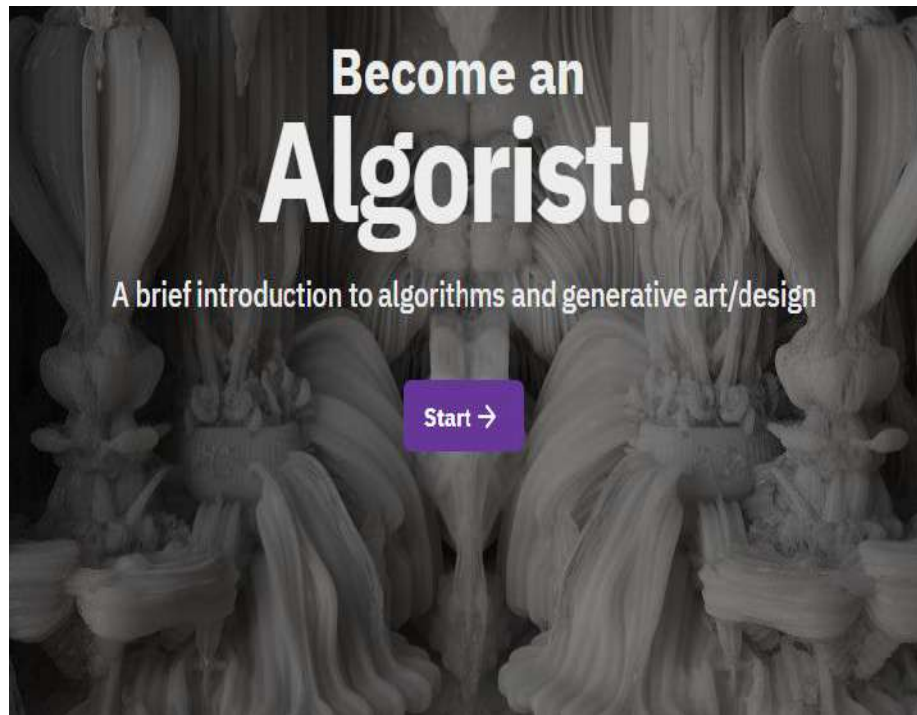


Individual work, 2-3 people groups

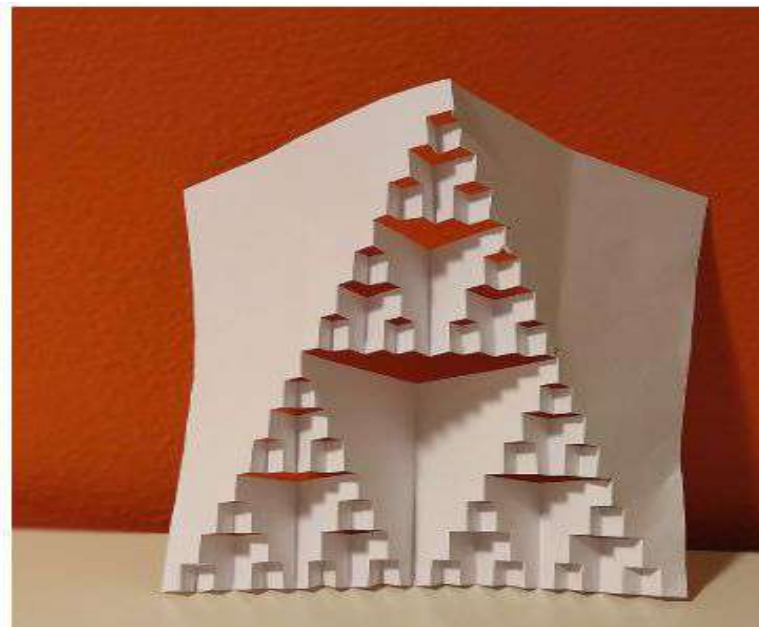


Smartphone / tablet / computer

Algorithms



Algorithm with paper and scissors



Algorithms

Maths and Geometry

Grid size 0.76



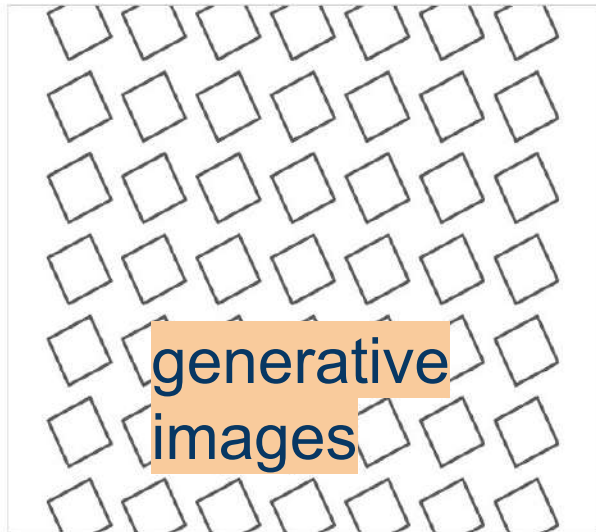
Box size 0.48



Rotation 26.4



HINT: Try to make the grid size smaller than 0.5, box bigger than 1 and rotation higher than 45



generative
images

Algorithms

From simple workflow steps to generative design

Generative art

Computer Science



45 min



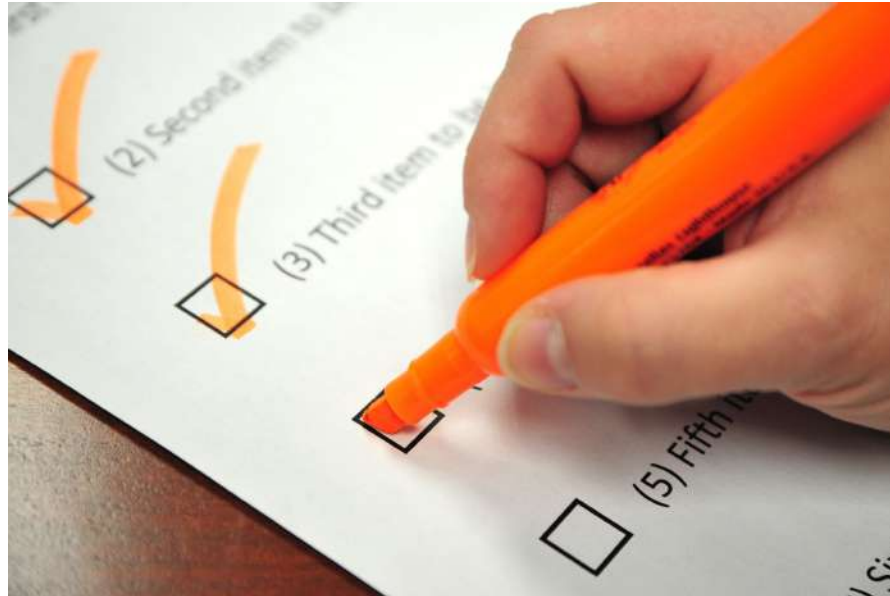
Individual work, 2-5 people groups



Paper, scissors, smartphone / tablet / computer

Assessment (for a single scenario)

<https://tinyurl.com/design-final-trento>



GRAZIE PER L'ATTENZIONE!