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Science,
Digital Technology,
Integrated STEM

Inter-disciplinary Practical Activities to Inspire & Engage Students Through Creativity & Technology

In 2020, secondary schools found it challenging to motivate students to engage in learning, and not all students had access to sophisticated equipment during the pandemic. Most schools were required to convert their delivery to a new model without much lead-time. In addition to managing the curriculum and supporting students with technical challenges, teachers had to think creatively to employ methods that could motivate students.

The proposed workshop provides an opportunity for educators to gain some hands-on experience in engaging students, whilst scaffolding their learning and development skills to be more creative.

This workshop consists of three parts.

The first part of the workshop will provide a theoretical basis for how to use practical work, inclusive of a range of disciplines.

In the second part, the participants will become explorers and creators while considering the application of practical work within broader contexts using free to use technologies and resources.

The third part of the workshop will involve discussions of:

- the value of using practical work generally
- the use of practical work to support the development of inter-disciplinary knowledge & skills
- how to increase student learning outcomes through practical work
- the proposal further contexts and real-world problems that might be inclusive of a range of disciplines and the practical work that might support the learning.

Practical materials

Please make sure you have access to:

- 1 laptop/desktop
- 1 iPad/Mobile device
- Download the Metaverse App.