# Characteristics for **STEAM** activities and projects

Road-STEAMer is using these characteristics as criteria for mapping and analysing STEAM practices in Europe

# COLLABORATION

Mechanisms for facilitating it are:

Engagement through acceptance Role of technology Game-based learning Importance of communication Connection to particular art forms Connection with creativity

# **CREATIVITY**

A skill that is developed as a result of engaging in STEAM practices

# **DISCIPLINARY** INTER-RELATIONSHIPS

#### Simple articulations:

Freedom to move between mixed disciplines Integration of the arts into curriculum

#### More complex articulations:

New connection between subjects or skill areas Interaction between disciplines Students' ability to transfer knowledge between disciplines

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# **REAL-WORLD** CONNECTION

### Linked to:

Problem-solving Authenticity Purpose to the disciplinary connections being made

# THINKING-MAKING-DOING

Grounding students an active, constructive and critical role in their learning, and practice of critical making

# INCLUSION PERSONALISATION **EMPOWERMENT**

STEAM approaches empower young people, promote engagement, equality and equity

**EQUITY** as an underlying value of all **STEAM** practices

Identifying **STEAM** practices characteristics