

**STEAM Learning Architecture:
A Framework for Educational Innovation
CMS.S61/S97**

Undergraduate/graduate class
M-W - 10:30 to noon, Room 13-1143

April 17, 2024

Concept Development

- Consider your target population
- Generate three potential project ideas each
 - Don't discard potential ideas!
- Bring ideas to reality
 - Use a project template
 - How are you going to playtest?
 - Who can you playtest with?
 - What resources do you need?

Big Ideas

- Authentic work

- ↳ Community engagement + SEL
- ↳ Empowerment

- How to bridge the gap b/w authentic work + online learning, AI, individual learning

- Communicating work in a simple way

- Shared goals + values

- Power structures + Student-centered learning

- Connecting school and community → Students
AND community members

- Co-design (learn from example w/ industry, w/ students)

- Student agency → Voice + choice

- Student engagement → Storytelling, Culture create

- Experience as text → internship, community projects, any kind of project

- Application + grounding in reality

- How to teach Math?

- Role of assessment → it is hard!

↳ goals + perspectives, metrics for success

↳ Competency-based

- Localized examples of innovation vs. global state of education

- Extra energy required to do things well in innovative schools

Who Is Your Target Population?

- Define (age, gender, role in education ecosystem, etc.)
- Where are they located (K-12 schools, higher education, city, country, region, etc.)?
- What do we need to know about them (access/lack of to resources, etc)?

Name: [Copy this slide]

Comments

What is your idea?

What is the solution addressing? Is there a connection to something we know about the target population?

What does it take to develop (time, resources)?

Who do you need to work with in the development?

How do you test the ideas?

Are there similar ideas? What is the inspiration?

What evidence exists that helped you decide on this idea?

Peer Review Round

MIT OpenCourseWare
<https://ocw.mit.edu/>

CMS.S61 STEAM Learning Architecture: A Framework for Educational
Innovation
Spring 2024

For information about citing these materials or our Terms of Use, visit: <https://ocw.mit.edu/terms>.