

The background features abstract, overlapping geometric shapes in various shades of green, ranging from light lime to dark forest green. These shapes are primarily located on the left and right sides of the slide, framing the central white area where the text is placed.

The role of a STEAM Coordinator

How to select the Right person to be the STEAM Co ?

Passionate

Inclusive

Optimistic

Outgoing

Innovative

Decisive

Resourceful

Committed

Empathetic

knowledgeable

How to select the Right person to be the
STEAM Co?

Competency

or Convenience ??

STEAM FOR FAD (流行/熱潮)

Student

- For FUN 趣味化
- For ALL 普及化
- For DIVERSITY 多元化

Teacher (STEAM Coordinator)

- FUN 趣味化
- ALL 普及化
- DIVERSITY 多元化

2x2 Matrix Theory



有力無心

有心有力

無心無力

有心無力

心



Mission of the STEAM Coordinator

Assist the School in setting up the **directions and emphasis**
(制定相關策略) for promoting STEAM education



| |
|---|
| Review the effectiveness of promoting STEAM education |
| Provide authentic environment for students to learn Attitude, Knowledge, Skills and Values (VASK) |
| Develop students' confidence to solve daily situations/problems |
| |
| |

Review the effectiveness of promoting STEAM education

Provide authentic environment for students to learn Attitude, Knowledge, Skills and Values (VASK)

Develop students' confidence to solve daily situations/problems

2) **Developing innovative learning and teaching methods,** materials, curricula, and activities to meet the needs of students:

- *Incorporate hands-on activities, projects,*

and real-world applications.

- *Provide various AI-related activities, workshops, and projects that allow students to gain practical experience with artificial intelligence technologies.*

3) Providing an authentic environment for children to learn STEAM Attitude, knowledge, Skills and Values

Create the *environment* that encourages students to explore and experiment with *STEAM concepts*

- Foster their *problem-solving skills* and
- Promote their *growth mindset*

4) The Coordinator **SHOULD** arrange/coordinate the STEAM professional development (創新科技的專業培訓)

Actively seek out professional development opportunities for STEAM teachers, such as attending STEAM trainings/events organized by the Education Bureau (EDB), Universities, and I.T. Institutions / professional bodies.

Encourage teachers to share best practices and collaborate through seminars, workshops, and activities within school

5) Leading the “STEAM team” in designing and implementing the curriculum:

Take the leadership role in developing the STEAM curriculum

Ensure the alignment with educational standards and promote feasible and innovative teaching practices.

6) **Leading and assisting** “Colleagues” in operating STEAM-based activities:

- *Support and guide teachers in planning and Implementing STEAM activities: AI-driven events, drones dance, AI chess competitions, and 3-D printing competitions, international food festival with STEAM elements*

7) **Coordinating and collaborating** with different subjects: to facilitates cross-subjects / departmental collaboration in school(跨科組協作)

Work closely with teachers from various subjects to integrate STEAM resources and concepts into their respective curricula

Promote cross-curricular connections and interdisciplinary learning.

8) Collaborating with teachers from other disciplines for the activities outside classrooms:

*The
Coordinator
Plans STEAM
education
within and
beyond the
classroom(跨
科組協作)*

- *Works with teachers from different disciplines to organize school-wide activities like “Assemblies, STEAM weeks, inter-class STEAM competitions”*
- *Join inter-school competitions to promote interdisciplinary learning and collaboration.*

9) Liaising with others STEAM coordinators:

establishes connections and

maintains communication with STEAM coordinators from other schools or educational institutions to share ideas, resources

collaborate on joint initiatives.

10) **Manage/consolidate STEAM education resources in schools (教育資源)**

Identifiy and Utilize available resources:

- *School Funds, Donations, IMC, Sponsoring Body*
- *Grants and funding : EOEBG, Composite IT grant (CITG), Life-wide Learning grant (LWLG) , Diversity Learning grants (DLG), or Learning Support Grant(LSG)*

11) Seeking for *external resources*

- *Actively looking for external resources and submitting applications: such as grants from the Quality Education Fund (QEF), Science Museum and tertiary education sectors*

12) Arrange students to participate in **STEAM** activities and join inter-school/international competitions:

Develops the Talent Pools (人才庫) of students and fosters their excellence

Encourages students to Participate in prestigious competitions like the Intel International Science and Engineering Fair

Providing guidance and support throughout the competition process.

13) Keep updated information and disseminate it to colleagues:

- *keep the latest developments in STEAM education, AI technologies and related fields*
- *Share relevant information, updates, and resources with teachers*

STEAM Co - A B C D E

S- **S**uccess

T- **T**eam spirit

E- **E**njoyment

A- **A**chievement

M- **M**arvelous

Observable



A - **A**ttitude

B- **B**elief

C- **C**onnection

D- **D**iligence

E- **E**mpathy

Non-observable

*Thank
You!*