

STrEAMing

An Interactive online training for
the next generation STEAM educators



Part 2. Lecture 2.

Storytelling in Tech education

Storytelling

Stories engage our thinking, emotions, and imagination all at once. As listeners we participate in the story with both mind and body as we enter the narrative world and react to it. Storytelling is a human art form that teaches about the human experience. As such, subjects even like math and science, are not outside the world of human experience or the art of storytelling.

Storytelling in Teaching and Learning, [NYU resources](#)

The use of stories in STEAM

why it is effective?

- students are proven to focus more when they follow a story, which logically has a beginning and an end.
- stories help to remember concepts in the long term
- stories allow to overcome intimidation or anxiety in learning new things.

Playfulness



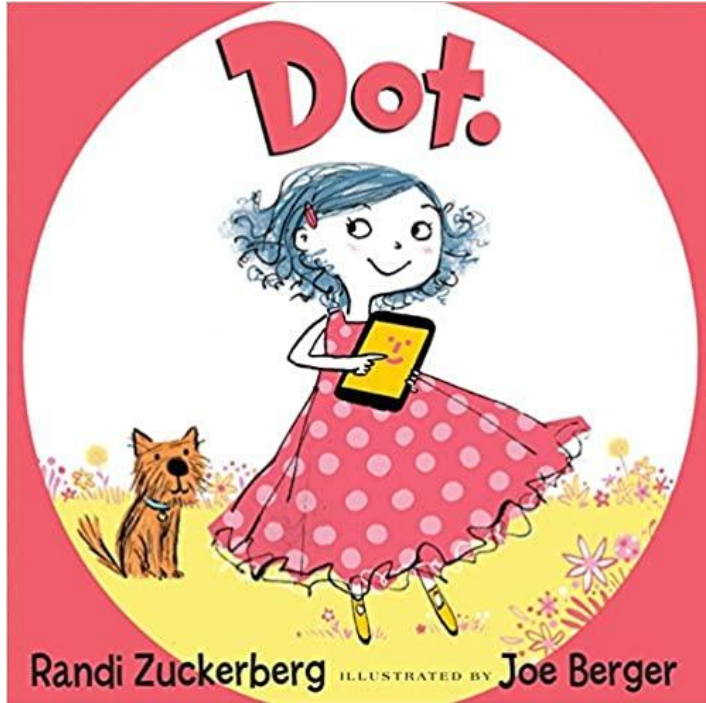
Playfulness

Storytelling is one of the tools used to design playful activities for children.

Play is one of the most important channels of psychological development, authentic trainer for future development.

Dot.

Book and cartoon (0-5 years old)



Dot.

Dot is the story of "Dot's a spunky little girl well versed in electronic devices—she's a technophile. She knows how to tap, to swipe, to share and she pays little attention to anything else."

The story tells the challenge of "unplug to tap, swipe, and share with her (Dot.) real-life friends". The book wants to raise awareness around the "conscious" use of technology: computers are a resourceful tool in our everyday life, but it's important to not detached this tool from real- world problems.

Hello Ruby

Book (5+ years old)



Hello Ruby

Hello Ruby started with a successful Kickstarter campaign, the book aims to teach the programming logic and culture. Nowadays there is no connection between humans and computers, people don't know how computers works and the danger in this is that children grow to be "consumers of technology instead of creators".

The protagonist of these stories is Ruby a six years old girl, interested in maps, secret codes, and small talk. Ruby is very curious about the world around her. The choice to have a girl as a protagonist is not casual, the book aims to start growing the next generation of smart girls

Cubetto

Stories



Cubetto stories

Cubetto is a "Screenless coding toy for girls and boys". Cubetto is friendly robot that teaches children basic of computer programming through adventure and hands-on play. Every adventure has a different goal and explore a different playgrounds "Ancient Egypt", "Deep Space Adventure", "Blue Ocean Adventure" ect. Another possibility is to create your own setting and set in action new adventures using creativity and inexpensive materials.

Thymio

Stories



Thymio Stories

Thymio is a modular affordable robot to let them discover digital technologies. The robot has six different behaviours. It reacts to hand-clapping, follow a black line on the floor, interact with other Thymio, be scared, explore or be obedient.

The different behaviours are used in during the activity by the kids in order to achieve a specific goal. "The island and the chest"

In this scenario kids have to guide Thymio to the treasure by using the buttons on top of the robot or the remote controller without touching the Kraken. All the elements of the story are paper elements.

Design your educational story

Workshop instructions

The workshop aims to invent and document stories that can be used to teach a STEAM subject through an hands-on and playful activity

What do you want to teach?

What challenges do the students have to face?

What is the story?

Design your educational story

Workshop canvas

1. STEAM content

What do you want to teach? list the STEAM contents you would like the kids to learn.

i.e. LED blinking, Growing plants

2. The challenge

What's the challenge that kids should face? What's the problem that you would like them to solve? Please describe it.

3. The story

Can you frame the challenge in a story? What is the story about? Could you include in the story the references to Bahrain's history, culture and geography?

4. The activity

Please describe the activity. How long do the activity last? what do the students need to build? What are the materials? Should they have to present their project at the end? how? How do the students collaborate with each other?

Design your educational story

Workshop canvas

1. STEAM content

2. The challenge

3. The story

4. The activity

Thank you!

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www.ethafa.com

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leyla@ethafa.com (Questions about Ethafa)

serena@ethafa.com (Press and partnerships)