

Cases on STEAM Education in Practice

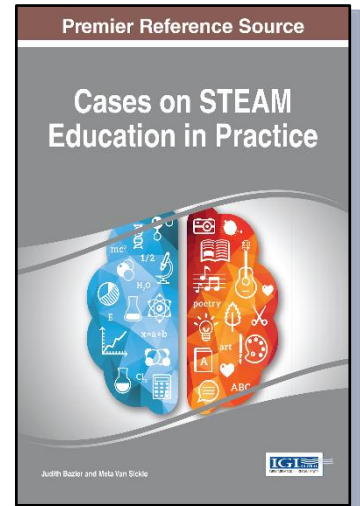
Part of the Advances in Educational Technologies and Instructional Design Book Series

Judith Bazler (Monmouth University, USA) and Meta Van Sickle (College of Charleston, USA)

Description:

Curriculums for STEM education programs have been successfully implemented into numerous school systems for many years. Recently, the integration of arts education into such programs has proven to be significantly beneficial to students.

Cases on STEAM Education in Practice is an essential research publication for the latest scholarly information on curriculum development, instructional design, and educational benefits of STEAM learning initiatives. Features coverage on a range of topics including fine arts, differentiated instruction, and student engagement.



Readers:

This book is ideally designed for academicians, researchers, and professionals seeking current research on the implementation of STEAM education.

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Topics Covered:

- Art Practices
- Differentiated Instruction
- Fine Arts
- Graphic Design
- Art Practices
- Student Engagement
- Students with Special Needs
- Teaching Models

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Table of Contents

Preface

Introduction

Section I Introduction to STEAM

Chapter 1
Musing on Unanswered Questions

Section II Art Practice First

Chapter 2
Graphic Novels and STEAM: Strategies and Texts for Utilization in STEAM education

Chapter 3
High-quality Trade Books and Content Areas: Planning Accordingly for Rich Instruction

Chapter 4
Getting to "KNOW" STEAM

Chapter 5
Exploring Simple Machines With Creative Movement

Chapter 6
Theatre as the STEAM engine for engaging those previously disengaged

Section III Theme Based

Chapter 7

Imagioneering a new mission space

Chapter 8
Bee Pollination

Chapter 9
Finding and using ART in science lessons

Chapter 10
Tower design as a STEAM project

Chapter 11
Using Air to move paper airplanes and balloon rockets: the great race

Chapter 12
A mathematical approach to designing insulators

Chapter 13
Constructing a marshmallow catapult

Chapter 14
Engineering and Art: putting the EA in STEAM

Chapter 15
Using STEAM in marine science: incorporating graphic design into an existing STEM lesson

Section IV

Chapter 16
Cases on STEAM Education in Practice Differentiated

Conclusion

Judith Bazler is a science educator at Monmouth University, Long Branch, NJ.

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