

عنوان مقاله:

Identify the components of the STEAM curriculum in elementary school

محل انتشار:

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خلاصه مقاله:

Background: The integration of art in the curriculum is essential for the development of children's creativity and prevents the lack of connection between mathematics and science with the real demands and needs of the world. As an art-centered integrated approach, STEAM can help teachers, students and employers meet this need. The present study was conducted to design a STEAM curriculum model for elementary schools in Iran. Methods: The research method used in this article is qualitative thematic analysis. The study population included all existing research on STEAM in databases of Amazon, ProQuest, UNESCO, Google Scholar, Eric, and Emerald from ۲۰۰۰ to ۲۰۲۰. Sampling was done purposefully or theoretically, i.e. through the conscious selection of specific individuals or elements for research by the researcher. Then, ۲۰۰ articles and ۱۰ books were selected as purposive samples. Content analysis covers a wide range of methods and techniques. The theme network, developed by Stride-Sterling in ۲۰۰۱, is used in theme analysis in this research. The theme network systematizes the basic themes, the organizing themes, and the pervasive themes, based on a specific process. Results: STEAM curriculum design was inferred based on Drack interdisciplinary skills approach model, after content analysis. The analyzed curriculum elements include objectives, content, teaching methods, assessment, learning activities, time and space. Conclusion: Identifying the components of the STEAM-based curriculum based on the Drake interdisciplinary approach can be used by teachers and school principals to design teaching and write lesson plans, and to help foster creativity in students. To connect with the real world and the job market.

کلمات کلیدی:

STEAM, creativity, ART, Interdisciplinary approach

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