



Demystifying STEM Education

What STEM is and why it matters

with
David Ogunshola

**What comes to mind
when you hear the
word STEM?**





**There's a lot of
misconception around
STEM**

Let's start with the problem

Our world today has a
massive thinking deficit.

It's a global problem, but
it's worse in Africa.



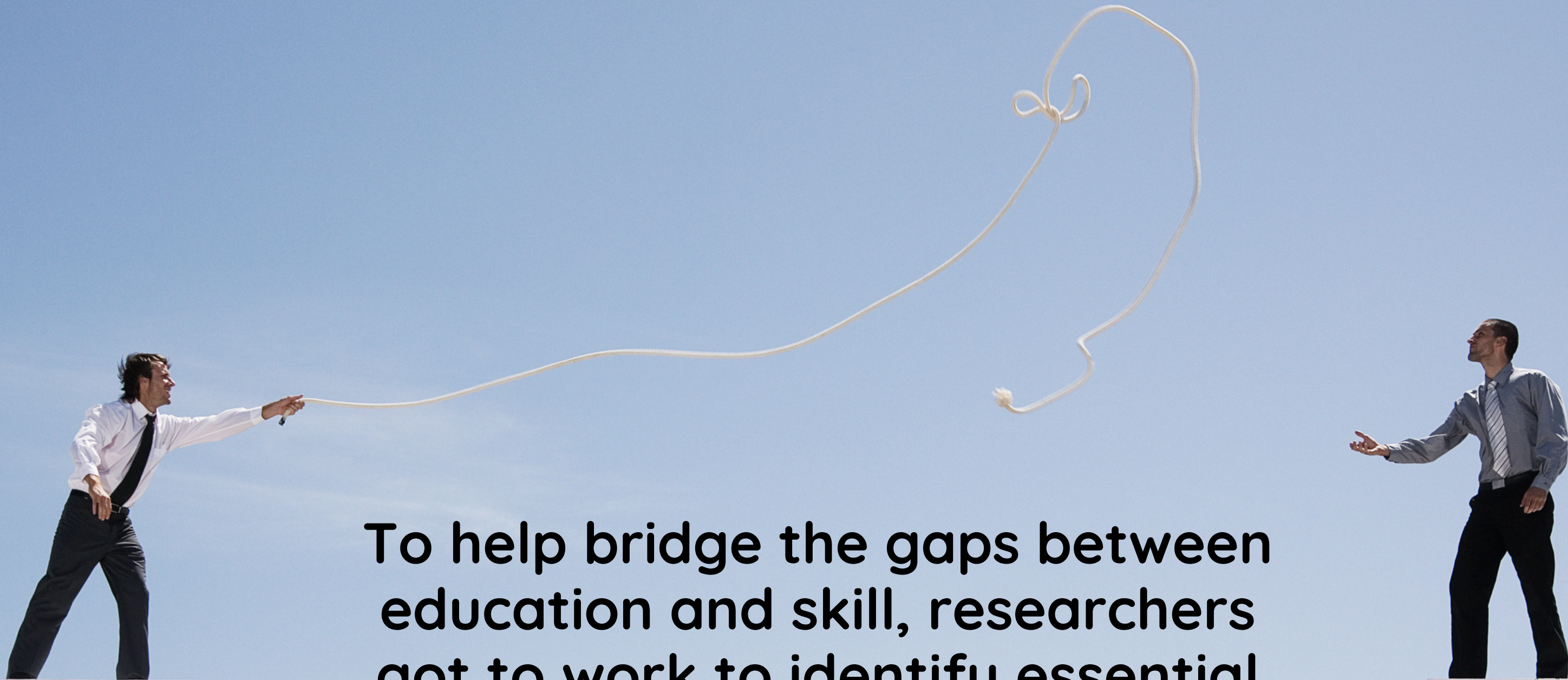
Symptoms

- **Massive Unemployment**
- **Workplace and Economic Unproductivity**
- **Massive Poverty**
- **Educational Vices such as Exam Malpractice**
- **A lot of employed people don't work in their areas of study**

How did Africa end up as a continent full of educated people who create little or nothing?

Because we run schools and educational systems that promote memorization above thinking, and which value and reward passing of exams with good grades above the student's creativity.





To help bridge the gaps between education and skill, researchers got to work to identify essential skills required to thrive in the world today.

The Global Achievement Gaps

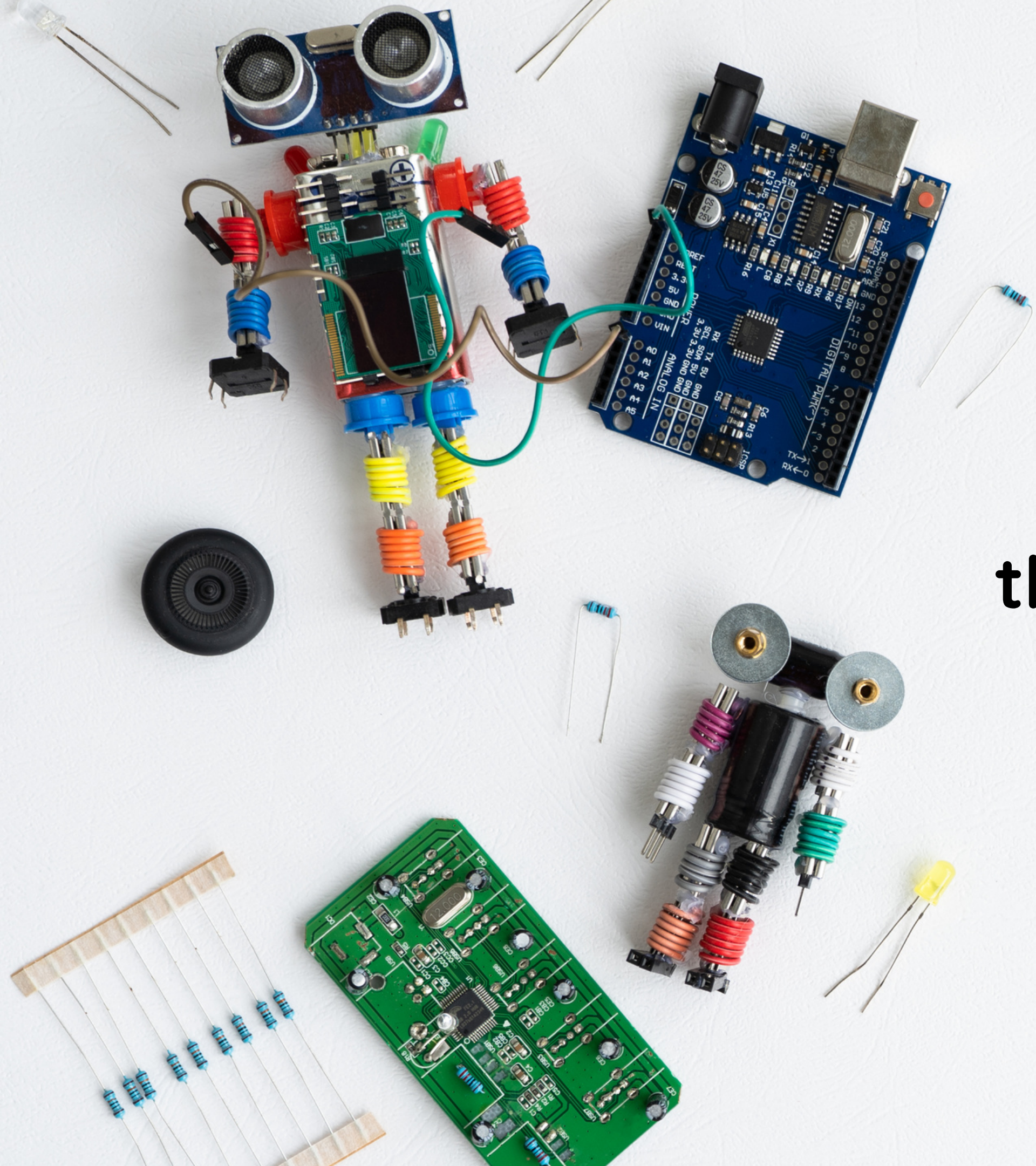
1. Critical Thinking And Problem Solving
2. Collaboration Across Networks
3. Agility And Adaptability
4. Initiative And Entrepreneurship
5. Effective Oral And Written Communication
6. Accessing And Analyzing Information
7. Curiosity And Imagination

While they are not sufficient, they are essentials

...but these skills don't exist as subjects in schools.

Our schools are still heavily subject-focused.



A collection of electronic components is scattered on a white surface. In the upper left, there is a blue speaker module with two circular drivers. Below it is a partially assembled green PCB with various components and jumper wires. To the right is a blue Arduino Uno microcontroller board with its characteristic USB port and pin headers. In the lower left, there is a green PCB with several integrated circuits and other components. At the bottom center, there is a black motor with two metal shafts. Scattered around are various resistors, jumper wires, and a small black circular component.

**It was the realization of
these facts that made STEM
become a big deal**



Science Technology Engineering Mathematics

STEM education goes beyond the 4 subjects

It a paradigm of education that focuses on developing the skill set that governs the way we think and behave. Merging science, technology, engineering, and mathematics, STEM education helps us to solve the challenges the world faces today.

STEM education gives people skills that make them more employable and ready to meet the current labor demand.

Each STEM component brings a valuable contribution to a well-rounded education.

Science

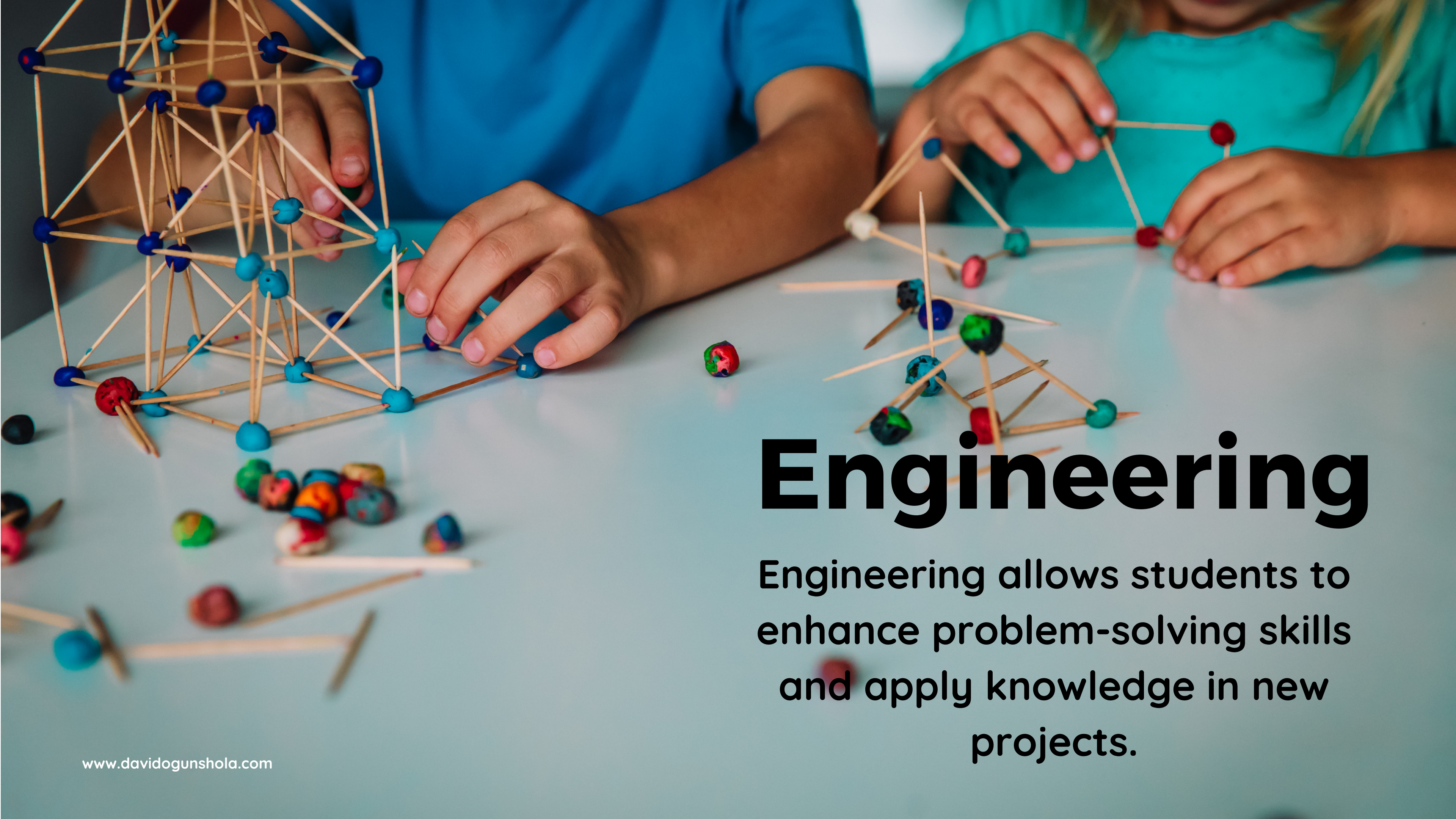
Science gives learners an in-depth understanding of the world around us. It helps them to become better at research and critical thinking.





Technology

Technology prepares
young people to work in
an environment full of
high-tech innovations.



Engineering

Engineering allows students to enhance problem-solving skills and apply knowledge in new projects.

Maths

Mathematics enables people to analyze information, eliminate errors, and make conscious decisions when designing solutions.

Implementing **STEM** in School

Inquiry-Based Learning

Project-Based Learning (PBL)

Problem-Based Learning



Inquiry-Based Learning

Inquiry-based learning is a learning process that engages students by making real-world connections through exploration and high-level questioning.

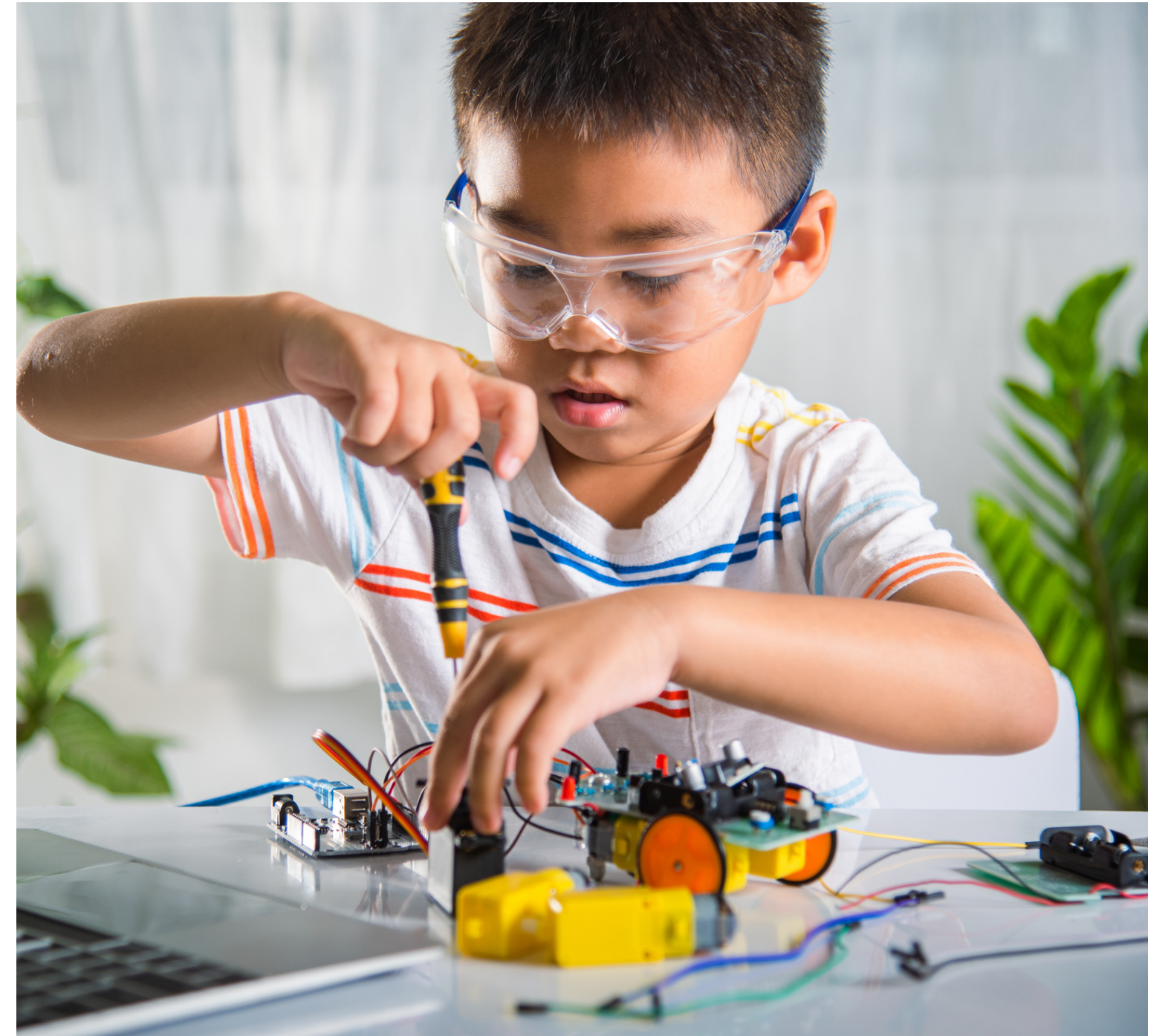
The goal of the entire process is not to find the right answers, but to help students develop the right framework for thinking



Project-Based Learning

An instructional approach designed to give students the opportunity to develop knowledge and skills through engaging projects set around challenges and problems they may face in the real world

In PBL, students are driven to learn because they have seen the need to learn and they have an immediate application for the knowledge.



5 PHASES OF PBL

1

PROJECT PLANNING

Teacher identifies what knowledge and skills they want students to learn and think about.

BLOOM'S:
UNDERSTAND
& REMEMBER



- Identify Learning Targets to be 'pulled' out as Need to Know questions
- Map cognitive path & thinking journey
- Design & plan DQ & student product(s)
- Plan instruction, scaffolding, & assessments

Students not yet active in project



2

PROJECT LAUNCH

Entry Event/Hook and introduction of the Driving Question and authentic audience.

BLOOM'S:
CREATE



- DQ: How can we 'create' so that...?
- Clarify product, purpose, & audience
- Develop Need to Knows

Students become active in project



3

PROJECT IMPLEMENTATION



- Students acquire, understand, & apply new knowledge & concepts identified as Need to Knows
- Teacher uses inquiry exercises, collaborative learning, & direct instruction where appropriate
- Teacher & students critique & assess content, process & product, relearn, revise, & improve

4

PROJECT CONCLUSION

Presentation of product(s) and summative assessments

BLOOM'S:
CREATE



- Students share product with authentic audience
- Teacher assesses product & process of group
- Teacher assesses knowledge & understanding of individuals

5

PROJECT DEBRIEF

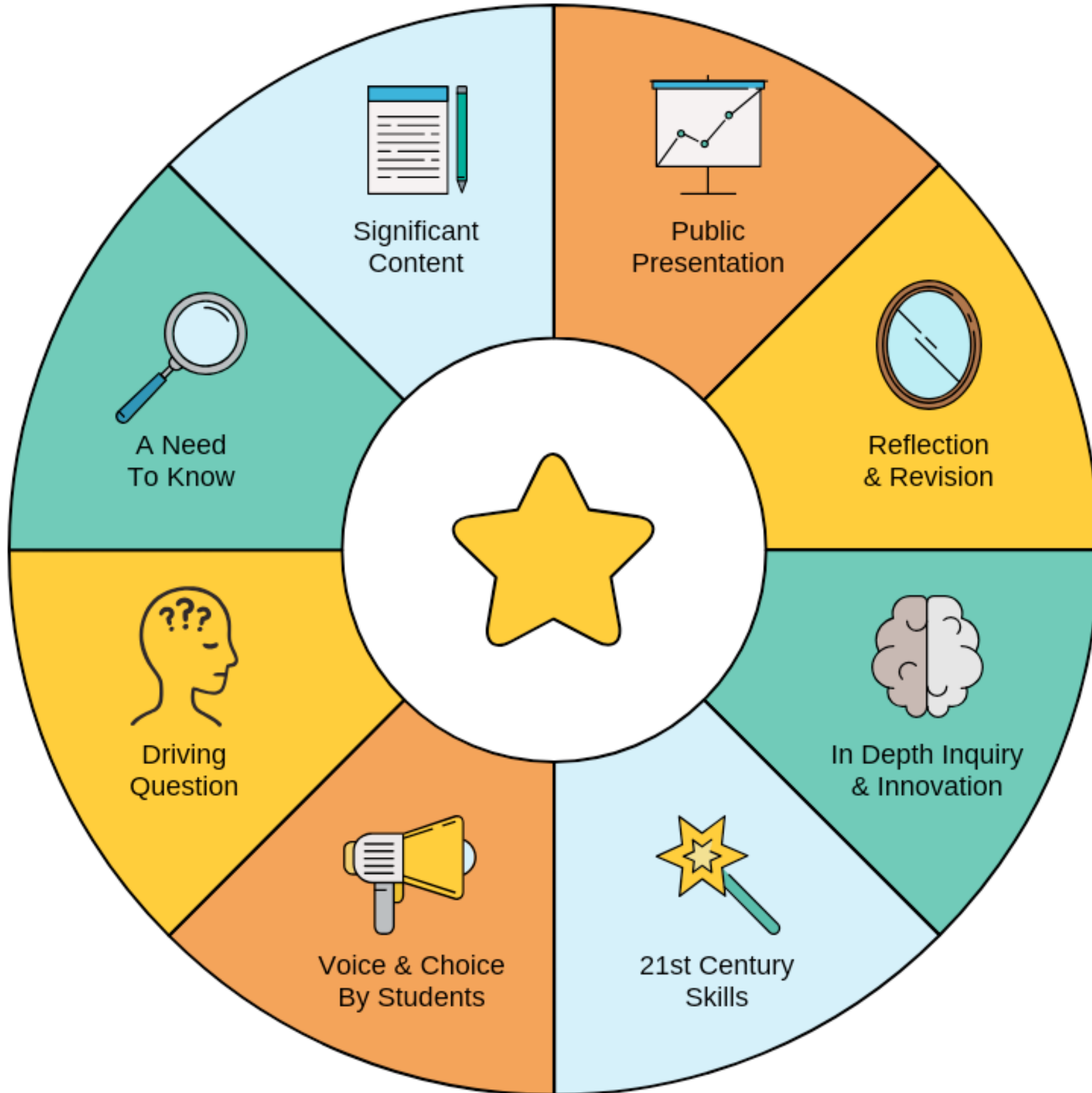
Formal and informal reflections on planning, products, and process

BLOOM'S:
EVALUATE



- Students reflect on their products & process
- Teacher reflects on project design & implementation
- Adjustments & revisions
- What worked, what didn't? Why?

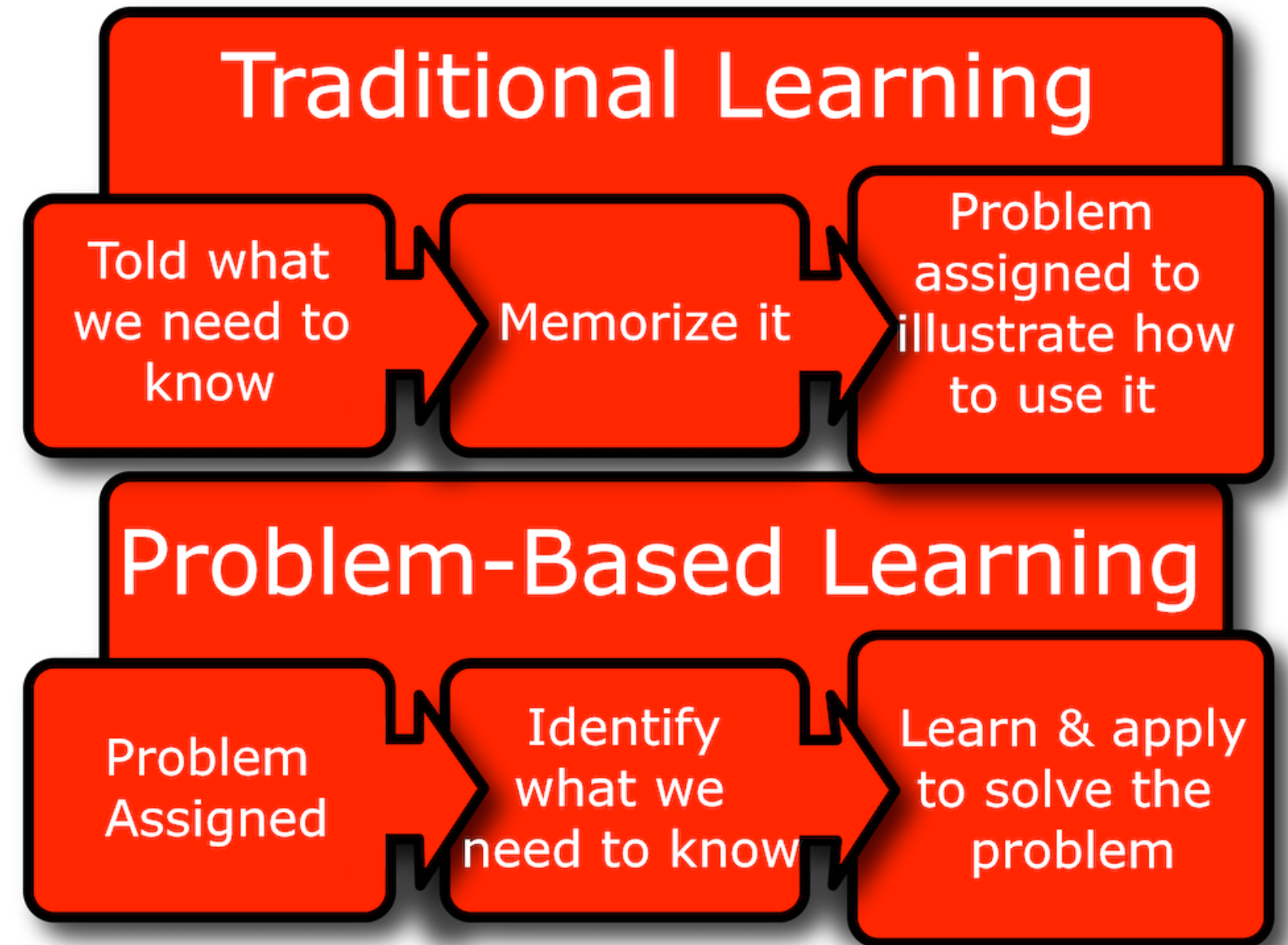
teachthought



What happens on the background in PBL

Problem-Based Learning

Problem-based learning is a student-centered approach in which students learn about a subject by working in groups to solve an open-ended problem.



Problem-Based vs Project-Based Learning

In Project-based Learning, students produce an artefact to demonstrate their mastery of content, in Problem-Based Learning, students present a solution to a clearly defined authentic problem.

Implementing STEM at home

Parents can invite their children to engage in household activities that involve STEM concepts, such as helping in the kitchen. Allowing them to measure and chop ingredients is an effective way to help children observe the practical application of mathematics.





David Ogunshola

Founder, EarlyFounders Labs
Co-Founder, Brainy Hive Schools
Founder, Daveshoope Webmasters
Author, Early Coding for Kids

www.davidogunshola.com