



First Steps to STEAM

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In recent years, STEM disciplines have been blended with art with the help of innovation, of the formation of 21st-century skills and of divergent and convergent thinking.

This approach teaches students to think creatively and to be able to practice in other fields, using the skills they learned in art. They discover that experiential learning has a defining role in problem solving, embraces collaboration, and carries out complex tasks through creative processes.

I was inspired by Scientix, which is an initiative of the European Commission, implemented through the network of Education Ministries of Europe, European Schoolnet, in the field of science education, for which I am an ambassador. Scientix aims to promote innovative and participatory teaching methods and stimulates the interest of students of studying STEM (Science, Technology, Engineering and Mathematics) domains and related professions. I have participated with my students at various scientific activities in our classroom but also outside of it: The Biggest Science Lesson, The Human Body, Fun Experiments, Let's learn about animals, etc.

These innovative ways of using art will stimulate pupils' creativity development, increase trust in their own strengths and help them develop new skills in problem solving. Students will learn to collaborate, use in a creative manner the digital tools and form entrepreneurial skills that will ensure success in their future profession.