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**Innovation statrs with action!**

**STEAM Lesson Plan**

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| **School & Country** |  |
| **Teacher** | For example Yıldız Kanlıöz –Primary school teacher |
| **Class age of students** |  |
| **Lessons** |  |
| **Themes** |  |
| **Time duration** |  |
| **What will be learn? Which methodology are used for these activities?** |  |
| 1. **Materials** |  |
| 1. **Art** |  |
| 1. **Science** |  |
| 1. **Technology** |  |
| 1. **Engineering** |  |
| 1. **Robotics** |  |
| 1. **Coding and programming** |  |
| 1. **ICT and Web 2.0** |  |
| 1. **Museum Activity** |  |
| 1. **Nature Activity** |  |
| 1. **School Activity** |  |
| 1. **How to measure these activities?** |  |
| 1. **How Innovative is it?** |  |
| 1. **Creativity** |  |
| 1. **Interdisiplinary** |  |
| 1. **Measurable** |  |
| 1. **Sustainability** |  |
| 1. **Applicability** |  |
| 1. **Collobrative** |  |
| 1. **Economic in save of time and money** |  |