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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**
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| 1. **Art**
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| 1. **Science**
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| 1. **Technology**
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| 1. **Engineering**
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| 1. **Robotics**
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| 1. **Coding and programming**
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| 1. **ICT and Web 2.0**
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| 1. **Museum Activity**
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| 1. **Nature Activity**
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| 1. **School Activity**
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| 1. **How to measure these activities?**
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| 1. **How Innovative is it?**
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| 1. **Creativity**
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| 1. **Interdisiplinary**
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| 1. **Measurable**
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| 1. **Sustainability**
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| 1. **Applicability**
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| 1. **Collobrative**
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| 1. **Economic in save of time and money**
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