

STEAM-Powered Learning: Using English as a Medium of Instruction with Scratch Resources from Twinkl

Sunday, 28 July 2024 10:30 (1 hour)

This workshop explores the integration of STEAM (Science, Technology, Engineering, Arts, and Mathematics) education, English Medium Instruction (EMI), and teaching coding using Scratch resources from Twinkl. The session addresses evolving educational practices for young learners, emphasizing the importance of STEAM Education and its role in nurturing critical thinking and problem-solving skills through hands-on, inquiry-based methods. Pant (2020) highlights the potential for enhancing teachers' professional development, while Wahyuningsih (2020) focuses on its impact on early childhood education. Besides, participants will discover how Scratch, a visual programming language, can serve as a catalyst for creativity and computational thinking within STEAM contexts. The workshop also explores the nuances of EMI, specifically designed for young learners, offering a dual benefit where students simultaneously learn their subjects and enhance their English skills (Galloway, 2017). Drawing from academic and practical insights, attendees will explore the benefits of utilizing English as the instructional language in STEAM education, specifically in teaching Scratch programming language. Also, participants will gain practical strategies for integrating Scratch-related content from Twinkl, an online educational publishing company specializing in the creation of teaching and educational resources, into their teaching practices, promoting active engagement and language development. Designed for teachers of young learners, including primary school teachers and language instructors, the workshop offers hands-on activities, collaborative discussions, and demonstrations for practical learning experiences. Considerations for adapting content to diverse classroom settings and learner needs will be addressed, empowering educators to implement effective STEAM and language integration strategies.

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