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OUTPUT 2:
STEAM
Pedagogical Digital Model

PROJECT: DIGITAL TRANSFORMATION WITH STEAM IN A SAFE ENVIRONMENT.

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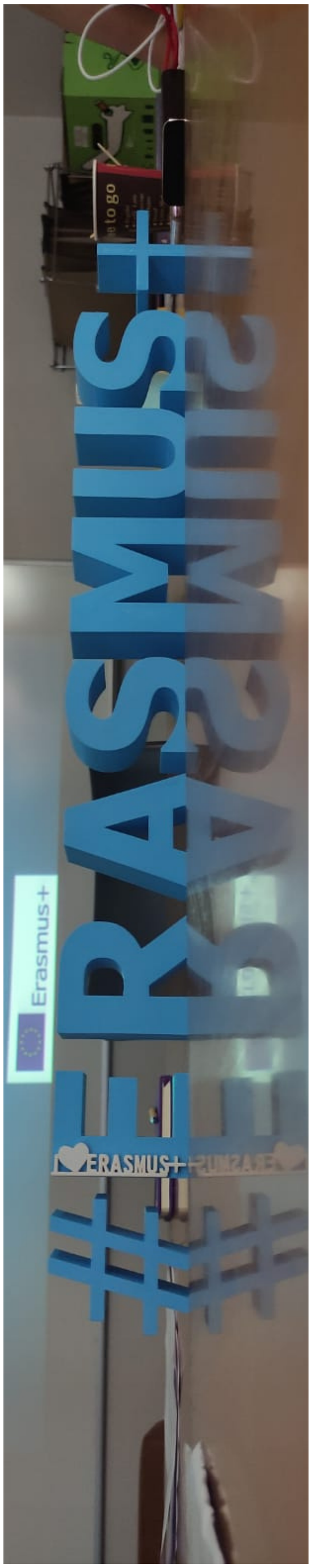
Contents



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INTRODUCTION

Digital Pedagogical Model STEAM is the complementary element of the curriculum developed collaboratively in the fields of artificial intelligence, design modeling, artistic appearance, 3D printing, Internet of Things (IOT) and robotics.

With educational content, tools have been developed that will help students better understand the impact of STEAM in their real lives, improving their digital literacy. and allowing access to online educational resources, simulations, specialized software and technological tools that enrich the learning experience and expand educational opportunities.

It will also help prepare students for the future workforce, since the jobs of the future will require knowledge in STEAM fields, and digital teaching in these areas prepares students to fill positions in emerging industries such as artificial intelligence, data science, robotics and technological development.

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Without forgetting inclusion and diversity: By integrating STEAM into digital education, an inclusive environment is fostered that encourages students of diverse backgrounds and abilities to participate and develop in these areas, thus reducing gender and diversity gaps in STEM.

In short, digital STEAM instruction is essential to prepare students for the future, providing them with essential skills, interdisciplinary understanding, and tools to address the challenges of the world today and to come.

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VIDEOS: DESIGN MODELING

1) HOW TO USE GIMP. INTRODUCTION

2) HOW TO USE GIMP FOR BEGINNERS.

3) GIMP ACTIVITIES. EXAMPLES PART 1

4) GIMP ACTIVITIES. EXAMPLES PART 2

5) GIMP. ADVANCES EXAMPLE. PART 1

6) GIMP. ADVANCES EXAMPLE. PART 2

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VIDEOS: 3D PRINTING

1) HOW TO CREATE A FILE FOR 3D PRINTING FROM TINKERCAD

2) SLICER PROGRAM

3) PRINT SETTINGS IN SLICER PROGRAM. PART 1

4) PRINT SETTINGS IN SLICER PROGRAM. PART 2

5) 3D PRINTER TYPES AND OPERATION.

6) GENERAL INFORMATION ABOUT 3D PRINTING MATERIALS

7) EXAMPLE

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VIDEOS: INTERNET OF THINGS

1) HOW TO LEARN ENGLISH WITH NATURAL READER APP

2) HOW TO CREATE MY HOBBIES COMIC STRIP

3) HOW TO LEARN ENGLISH WITH ISL COLLECTIVE

4) HOW TO CREATE A CANVA POSTER

5) HOW TO CREATE A SIMPLE ARDUINO TIMER WITH BUZZER

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VIDEOS: ARTISTIC VIEW

1) ART NOUVEAOU AND PRESENTATION SKILLS

2) LESSON PLAN FOR MATH

3) ART AND ARTIFICIAL INTELLIGENCE

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VIDEOS: ROBOTICS

1) LEGO MINDSTORMS FINAL BOARD

2) FILM PHOTON FINAL Z BOARDS

3) FILM OZOBOT FINAL Z BOARD

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VIDEOS: ARTIFICIAL INTELLIGENCE

1) INTRODUCTION TO AI

2) AI ARTS

3) HOW TO USE PHOTOMATH FOR SOLVING MATH PROBLEMS

4) AI FOR POETRY

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VIDEOS: VIRTUAL REALITY

1) INTRODUCTION TO VIRTUAL REALITY

2) HOW TO CREATE A VIRTUAL EXHIBITION