



STEAM CRAFT
EDU

steamcraftedu.com

SERIOUS GAMING IN THE CLASSROOM

TEACHER TRAINING & SKILLS DEVELOPMENT



GESS
EDUCATION
AWARDS
WINNER
2017

PROFESSIONAL DEVELOPMENT

To support teachers using Planeteers, we've created two professional development courses to upskill, inspire and motivate teachers who seek to develop their game-based learning and STEAM teaching skills. Designed by educational trainers and experts, our courses integrate STEAM, inquiry, project-based learning, and maker methodologies to help upskill educators to maximise the benefits of using Planeteers in their classroom. The first course is also great for educators wishing to incorporate any or all of these teaching pedagogies using unplugged or other resources.

The first course, Full STEAM Ahead in the Classroom focuses on introducing STEAM as a mix of teaching methodologies and building teacher knowhow and skills in delivering STEAM in their classrooms using various learning modalities.

The second course, Game-based Learning with Typos aimed at teachers wishing to integrate sandbox game-based learning into the mix, including the concept of virtual maker labs using Planeteers as a primary or secondary resource for teaching STEAM skills and identities including coding and robotics.

COURSE OVERVIEW.

Full STEAM Ahead in the Classroom

Course Description

This course designed to help assist and support teachers to develop skills in STEAM, Inquiry and project based learning pedagogies so they can confidently adapt these into their classroom. Designed by educators, the course includes audio lessons with supporting teacher resources including templates and tools to use as starting points in planning STEAM lessons and roadmaps, creating authentic project based learning experiences and assessments, and introducing new teaching opportunities, including for example makerspaces and game-based learning.

Course Link

Examiners can register here:

<https://www.steamcrafteu.com/steam-teacher-training/>



START COURSE

Course Summary

Module 1 - Introduction to STEAM, Teaching Strategies, Lesson Planning and Assessment

- Lesson 1 – Introduction to STEAM and its benefits
- Lesson 2 – Delivering STEAM using Inquiry & Project Based Learning
- Lesson 3 – An Introduction to STEAM Inquiries & Lesson Planning
- Lesson 4 – STEAM Lesson Outcomes and Assessments

Module 2 - STEAM Roadmaps and Project Based Units of Inquiry

- Lesson 1 – Prepare Your STEAM Roadmap
- Lesson 2 – Planning a Project-Based Unit of Inquiry for STEAM

Module 3 - Using the Design Process, Maker Spaces, and Game-based Learning in STEAM

- Lesson 1 – The Design Process and STEAM
- Lesson 2 – Maker Spaces and STEAM
- Lesson 3 – Game-based Learning and STEAM

Module 4 – Reflecting and Improving, Maximizing Student Engagement and Blended Resources

- Lesson 1 – Reflecting and Improving
- Lesson 2 – Tips to Maximise Student Engagement
- Lesson 3 – Upgrade your Teacher Toolbox!

The STEAM Learning process



Integrated Foundation

- Inter-disciplinary connections
- Curriculum standards mapping
- Project based learning
- Real-world problems

COURSE OVERVIEW.

Game Based Learning with Planeteers

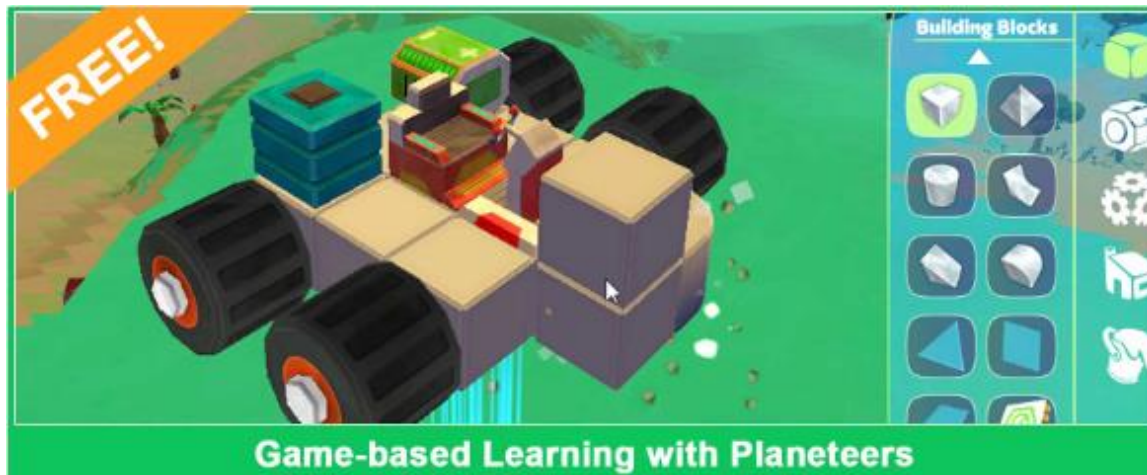
Course Description

This course builds on Full STEAM Ahead by applying the learnings from that foundation course in multiple game-based learning scenarios. In this course you will learn how to master Planeteers and include this amazing game in your blended learning approach to level up engagement and learning outcomes. Learn how to maximise the teaching opportunities when using Planeteers for Studio or Lab time, inspiring students to develop new skills using STEAM project-based learning..

Course Link

Examiners can register here:

<https://www.steamcrafteu.com/steam-teacher-training/>



START COURSE

Video Course Summary

Game Based Learning with Planeteers Lessons

Lesson Focus

1. Introduction to Game-Based Learning in Planeteers
2. Planeteers Basic Controls
3. The Planeteers Map & Atlas
4. Terraforming in Planeteers
5. Understanding Basic Crafting
6. Mastering the Planeteers Builder
7. The Basics of Blockly Coding
8. Example Project – Surveillance Drone
9. Planeteers Camera and Mission Logs
10. Farming in Planeteers
11. The Planeteers Mission Computer
12. Achievements, Badges & Quizzes
13. Example Project – Base Camp Design
14. Example Project – Craft a Machine
15. Using Advanced Crafting Machines
16. Aliens Story & Supply Crates
17. Wrap Up: Quest versus Sandbox Learning Modes



Course Delivery & Duration

The courses are delivered online, and may be taken at the teachers own pace. Lessons are scaffolded and drip-fed, so one must be completed before another can be started.

Many lessons include supplementary resources including quizzes, additional reading materials, web video links and downloads.

Feedback

The lessons in Full STEAM Ahead are supplemented by quiz breaks, to test knowledge and understanding and provide opportunities for teacher insight through reflection. As teachers progress they receive badges for completing lessons.

A certificate of completion is awarded at the end.

Audience & Accessibility

The course primarily for elementary schools teachers, and is available for any teacher, instructor or educator wishing to learn more about STEAM, PBL, and game-based learning.

The courses has been designed to be highly accessible.



ADDITIONAL TRAINING LINKS & RESOURCES

Teacher Resources & Curriculum Materials

Checkout the resources to get you started with Planeteers in the classroom, including the STEAM Learning Continuum, Quest and Lesson guides.

[DOWNLOAD THE TEACHERS KIT](#)

Teachers Dashboard Video Tutorial

Learn how to use the Teachers Dashboard for managing the classroom, including automatic assessment, progress reporting and powerful analytics.

[WATCH VIDEO](#)

[DOWNLOAD GUIDE](#)

Blockly Coding Curriculum

We believe coding is such an important skill that we have a breakout coding curriculum for teaching beginner to advanced computer programming for learners. The Planeteers coding curriculum teaches programming in a fun storified multi-disciplinary setting using block code in 3D!

[DOWNLOAD CURRICULUM](#)

Robotics Quest Guide

Planeteers provides lots of opportunities for teaching robotics as students create and program mission helpers of all kinds. Learners can craft or build robots including drones, rovers, farming bots and others, then code AI using blockly

[DOWNLOAD GUIDE](#)





GESS
EDUCATION
AWARDS
WINNER
2017

