

LESSON PLAN

SUBJECT: History of Science

Lecture: History of Science & Science and the Arts through STEAM approach

GOAL FOR STUDENT LEARNING:

To identify, formulate, and learn which elements can be demonstrated under the STEAM approach, especially under its part related to “the Arts”, their differences and innovative/inspirational features with learning by doing method

Objectives:

1. Students will know how to set up their own creative methods under “the Arts” in STEAM
2. Identify and analyze the elements of “the Arts” linked to Music, Poem and Images
3. Students will learn about the experimental method of SMS – Stories based on Music about scientists (the example about the innovator/scientist will be demonstrated: Alfred Nobel; the founder of the Nobel prize)

Materials:

Socratic lecture, narrative stories, Power Point slides with demonstration part: the author’s songs related to SMS “Stories based on Music about Scientists (demonstrated from the channel or alive (under the availability of piano)

AGENDA:

1. Socratic lecture and the narrative story (10 minutes – story/narrative)
2. Assignment: explanation how to present this story under STEAM with “the Arts” (5 minutes)
3. Groups discussion –why and how (10 minutes)
4. Reflection: Presentation (3 minutes each group/3 groups – 9/10 minutes)
5. Demonstration of the same story by SMS method by the author (5 minute)
Examples: it can be taken from the 1st block (19-20th century); or 2nd block (17-18th century)

The example is presented by the Story of Alfred Nobel, a Swedish chemist, engineer, inventor, businessman, and philanthropist (1833, Stockholm, Sweden - 1896, Sanremo, Italy) Demonstration of SMS method based on Alfred Nobel’s example

6. In-class quiz - elements demonstrated and their innovative/inspirational features (10 minutes)

At home: Prepare and demonstrate your “Learning by doing” method by the next lecture based on your example or the same class example.