



STREAMpreneur

Science
Technology
Research
Arts
Math

IMPLEMENTATION – Integrating Hobbies


Integrating hobbies into learning activities



increase
engagement



built on their pre-
existing knowledge



get to know the
participants

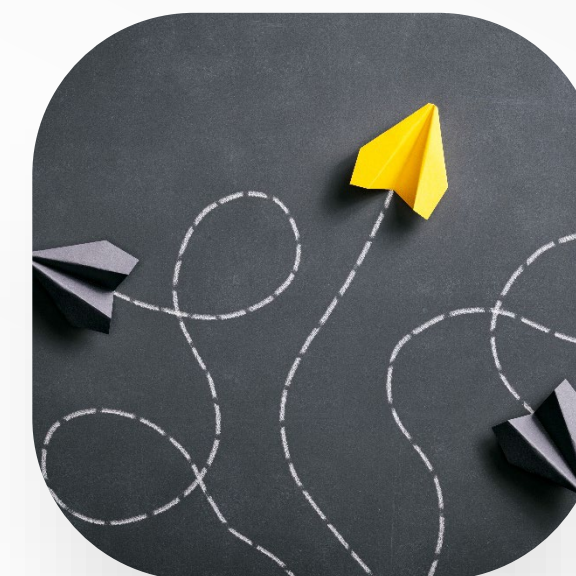
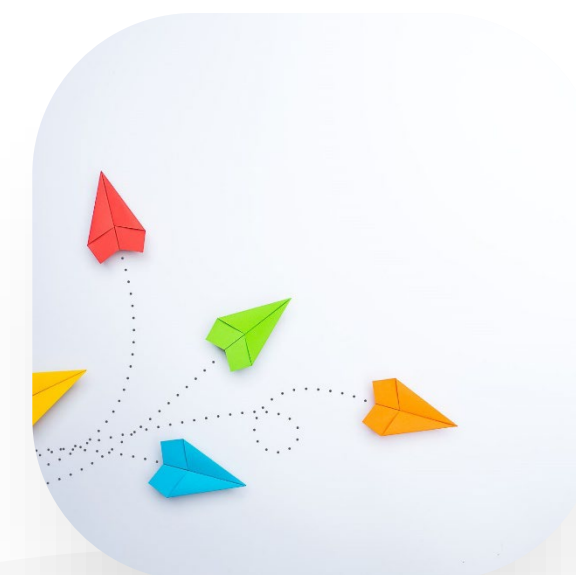


incorporating their
interests into the
sessions



Animation/ Photography

Stop-motion animation is a special technique that implies physical manipulation of objects to bring them to life on the screen with the help of a stop motion software and is as much about animating as it is an exercise in photography, so you have the possibility to integrate a set of different skills into one activity.



Blogging

Instead of using standard presentation methods, such as Power Point or posters, you can ask participants to prepare a blogpost to present a piece of information.

There are different types of blogposts that you can introduce to the participants.

- How-to blogs
- Research blog posts
- Reviews
- Video blog



Book/Game re-enactment

Ask participants to pick a storyline from a favourite book or game and re-enact it for the rest of the group. Ask them to focus their choice on reflecting a certain situation from the story, for example, how the characters from the story overcome challenges or build successful collaborations. Encourage them to then consider how the soft skills and competencies that the fictional characters exhibit can be applied in the context of STREAM and entrepreneurship.



Reading or playing video games
are two very common hobbies
that people across all ages
share.





Sculpting and model building

Engaging different senses and tactile experiences during learning activities can be a useful method for enhancing creative thinking and problem-solving and can help solidify knowledge. You can use sculpting and model-building to channel the participants' inner artists but to also encourage them to think about how their solutions to a problem can be take shape in the real world and be made in practice.



Movies

Consider using excerpts from movies to introduce certain topics for discussion. Movies are a very accessible form of both learning and entertainment and can help participants relate to more abstract discussions such as about values and norms, the purpose of science and technology for development, etc.



THANK YOU

FOR WATCHING AND SEE YOU



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