LESSON 1. "Preparation"

In this first video from the implementation submodule, we will look into how to prepare for the STREAMpreneurship training activities. We have collected several tips that you can consider before the start of each exercise which are :

- How to integrate digital technologies

- How to include new explorative concepts

- And taking the activity outdoors

Giving young people access to computers and cell phones during activities for learning purposes broadens their minds. The internet and various applications are resourceful tools in terms of information. Tasks such as searching for information, math, drafting presentations, and creating graphics can be done with the help of digital technologies. It will make the STREAM skills learning process more effective during your training.

It's important to recognize how integrated technologies have become into our ways of understanding the world and learning about it. Furthermore, programming languages are becoming the new most valuable asset for job seekers and are starting to dominate the world of science. Caring about the future of the labour market, one should know that soon all jobs will require digital skills, and entrepreneurs are no exception.

So how can you incorporate different digital tools into training and learning?

One suggestion is introducing Prezi or Mural to encourage and enhance collaboration and teamwork.

You can also use digital technologies to develop learners' creative abilities by having them create informative videos with, e.g., Adobe Spark Video.

Or you could reinforce new knowledge and introduce a new topic by making a short quiz with Kahoot or Quizlet.

If you are seeking to develop critical thinking in young people, then you can do so by taking posts from social media and analysing how language and images are used to generate certain messages and emotions.

Introduce concepts like 'experiment', 'model' and 'design' in the training activities. This allows learners to explore and put their skills into practice. Creativity is employed at its peak, preparing young people for real-life challenges. Participants should be asked to discern problems around them and require solutions. For example, a trainer can request learners to

design a system model that will curb global warming. As finding and providing solutions is a primary goal of entrepreneurship, this implementation tip can be handy for STREAM entrepreneurship training activities.

By empowering participants with daily issues, they will discover that real-world problems have numerous solutions. In addition, these activities promote teamwork and effective communication, which are essential in a young entrepreneur's activities.

Experiments - There are different types of experiments you can choose to perform. The type of experiment chosen might depend on various factors, including the participants, the hypothesis, and the resources available to you and the learners. There are many resources available online, and some examples could be "Turning milk into plastic" or recycling old paper into a new one.

Design activities are great for inspiring imaginative thinking and helping learners reflect on purposeful creation to meet certain needs. You can start with the example in the guidelines, "Design the perfect wallet", or another activity you can use is "Invent the solution", which you can find in the resource section.

An essential part of implementing STREAM entrepreneurship activities is taking them in non-formal or informal settings. Going to the museum, walking in the park, or going to the zoo are excellent examples of activities that can complement STEM education. In this way, we can demonstrate specific phenomena in practice. In addition, we can find a lot of teaching aids that support field research: from tablets, you can take with you on a trip to always having access to up-to-date information through laboratory kits that will make your fieldwork feel like a professional job. Museums, zoos, nature centres, aquariums, and planetariums are among the top informal science institutions that regularly engage young people in observing, learning, and using STREAM knowledge and skills.

Study visits to enterprises or tech start-ups are another way to bring learners out of the training room, show the practical application of ideas, and create solutions in STEM fields.

Some examples of how to take the learning outside are to organise study visits, create a treasure hunt, engage them in competitions, or, if possible, do some gardening.