



LESSON 3. "Integrating hobbies into the training"

Integrating hobbies into the learning activities you design can increase engagement among participants and build on their pre-existing knowledge and strengths. If possible, use the introduction session to learn about the participants in your group and what their interests are. Make a note of their answers and their hobbies when they present themselves and try to think of ways of incorporating some of those into the following sessions. Here are some ideas of hobbies you can potentially integrate into your activities.

Photography/Animation

Source: fixthephoto.com/best-free-stop-motion-software.html

Source: <https://www.nyfa.edu/student-resources/stop-motion-animation/>

Stop-motion animation is a special technique that implies the 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. Stop-animation can be used for explaining a certain solution to a problem or a work process.

Participants can use their phones to take the images, or you can provide cameras and SD cards that they can utilize. The setting can be just about anything – a white table, a kitchen counter, or you can use props to build a backdrop to the scene. The objects used can be anything you have at hand such as Lego sets, hand-drawn figures and so on.

Blogging

Source: <https://digitaldimensions4u.com/blogging-as-a-platform-for-teaching-in-schools/>

Instead of using standard presentation methods, such as PowerPoint or posters, you can ask participants to prepare a blog post to present a piece of information. Not only could that be an efficient way to integrate digital literacy and creativity into the learning process, but it's also a way to document new knowledge and encourage engagement and discussion between participants and their peers. There are different types of blog posts that you can introduce to the participants.

- How-to blogs, which aim to present helpful information related to specific content, often in the form of a step-by-step guide. This can be a tutorial based on a certain project or practical work done by the participants.
- Research blog posts can include detailed posts about a specific topic from subject and can incorporate theory, case studies, images, graphs, etc.



- Review blogs contain a detailed study and evaluation of a product or topic that helps others to understand it accurately. For example, they can write a review about the visit to a certain place from the programme.
- The video blog is similar to any general blog except for the written content the blog is presented in the form of a video.

Book/Game re-enactment

Reading or playing video games are two very common hobbies that people of all ages shares. So, why not integrate those into the learning activities you prepare? You can 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.

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 also to encourage them to think about how their solutions to a problem can take shape in the real world and be made in practice.

Movies

Lastly, 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 about values and norms, the purpose of science and technology for development, etc.