

E-LEARNING AND STEAM: AN ACTIVE EDUCATIONAL PROPOSAL

Today's students will be the men/women of tomorrow and whether in the future they will become professionals, whether they will perform purely manual activities, they need to learn how to think creatively, immerse themselves without hesitation in a world with a high technological rate, building new possibilities for themselves and their community. The quality and success of university education depends on many factors, ranging from purely organizational and logistical aspects (course planning, availability of classrooms, laboratories, instrumentation, etc.) the skills developed by students at the end of their studies. The goal of this research is to build a new vision of STEAM education supported by new learning environments that can enrich the learning experience of students of the degree program in "Physics for primary school and childhood" and the analysis of the pedagogical value of the tools made available by the Moodle platform when it is implemented in active teaching.

Presenting author

Eleonora Spada

Primary author: Prof. SPADA, Eleonora (Università degli studi di Palermo)

Presenter: Prof. SPADA, Eleonora (Università degli studi di Palermo)

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