



TeachHer – *Training a Master Teacher Corps to
Inspire and Empower Girls to be STEAM Leaders*

TeachHer – Notional Criteria for Selection of Participating Educators

1. STEAM teachers, their schools and countries:

- A. Middle school classroom teachers (i.e. those teaching students aged between 13 and 16) from each country who teach a STEAM subject (Science, Technology, Engineering, Art/Design, and Math) and currently use ICT in their teaching and learning as well as school administrators/ head teachers. Female STEAM teachers are highly encouraged to participate.

- B. From each country ideally: one rural school, one urban school, and one all-girls school. If possible, teachers will come from a certain region and schools to create a group of teachers who can work together on their return from the workshop.

- C. **Teacher personal qualities and motivation:**
 - i. Proficiency in communicating in English (for the Africa training session) and in Spanish (for the Central America training session);
 - ii. Confidence and experience in the use of technology in learning and teaching with their students;
 - iii. Self-motivated and a willingness to experiment and take risks to develop and test new ideas, and collaborate with their peers both in the program and their school;
 - iv. An interest in becoming an Ambassador Teacher for STEAM in their school and , region and country;
 - v. A commitment to participating in:
 - a. A five-day regional workshop (from 29 August – 2 September in Addis Ababa and from 14-18 November in San Jose, Costa Rica).
 - b. Preparing and presenting their personal experiences in STEAM education in their school/country during the workshop.
 - c. Following-up online and interacting with facilitators and their peers through project-based learning.
 - d. Using the methods that they learn in the workshops within their school and classrooms. Keeping the school management team informed, and involving their colleagues and students as appropriate. Sharing their experience on the project through appropriate channels.
 - e. Publishing their final teaching scenarios and learning activities that were developed at the workshop to help inspire other teachers in their countries

- f. Promote research on the use of technology in teaching and learning STEAM in their school and the country.

2. School technology and commitment:

To participate in the program the school needs to have:

- A. Provision of space for STEAM-based teaching-learning activities.
- B. Internet connectivity access for selected teachers.
- C. Teacher and students using ICT in teaching and learning in most lessons.
- D. Permission from the school for the selected teachers to participate in the STEAM professional development program that includes training in how to develop new pedagogical STEAM-based scenarios and learning activities.
- E. Support of the STEAM teachers to complete the project, with the opportunity to present to colleagues on the project.
- F. Support to provide access to school space and facilities for STEAM-oriented extracurricular programming.