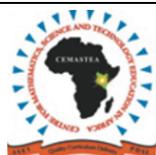




STEAM Master Teacher Training Programme August 29th - September 2nd, 2016
Venue: Golden Tulip Hotel, Addis Ababa, Ethiopia

Day	Themes & Objectives	Activities	Facilitators
Day 1 Monday 29 August	<p>Theme: “What fun STEAM is!”</p> <p>Awareness raising and understanding the importance of STEAM for girls</p> <p>Objectives: Objectives of the workshop well understood</p> <p>Participants know each other and a favourable environment created</p> <p>Inspirational ideas and concepts shared in the key note</p> <p>The concept of STEAM for girls presented and discussed</p> <p>Afternoon Chair: Mr. Tommboya Okaya</p>	<p>8:00- 8:30 Registration</p> <p>8:30-9:00 All participants should be seated for opening and do self-introductions</p> <p>9:00-10:10 Official Opening</p> <p>10:10-11:00 Tea break, group photo, and interaction with the media</p> <p>11:00-13:00 Objectives and programme</p> <ul style="list-style-type: none"> • Overview of TeachHer project and objectives • Overview of IICBA’s work and mission and program for the week • Participants at this time will share some of the struggles they have teaching STEAM subjects within their schools • Brief country presentation on overview of STEAM <p>13:00-14:00 Lunch</p> <p>14:00-15:30 Understanding STEAM Education Active learning: What is STEAM? Why is it important?</p> <p>Identifying STEAM Components</p> <ul style="list-style-type: none"> • Participatory discussions through group work <p>15:30-16:30 Enhancing STEAM Education Through Transformative and Pedagogical Leadership</p> <p>16:30-17:00</p>	<p>IIE</p> <p>IIE, IICBA, US Embassy, US mission to UNESCO</p> <p>Mr. Dillon Green (USUNESCO)</p> <p>Dr. Yumiko Yokozeki (IICBA)</p> <p>Mrs. Mary McKey (IIE) and Ethiopia Abebe (IIE)</p> <p>Mr. Tommboya Okaya (CEMASTEAM)</p> <p>Mrs. Mary Kariuki (CEMASTEAM)</p> <p>Mr. Stephen Njoroge (CEMASTEAM)</p>



		<p>Prepare for Reception; depart from hotel at 17:00</p> <p>18:00 – 20:00 Reception <i>Dinner will be served at the hotel after the reception</i></p>	<p><i>US Embassy</i></p>
<p>Day 2 Tuesday 30 August</p>	<p>Theme: How can we make STEAM more fun and effective for girls?</p> <p>Objectives: Gender-responsive pedagogy and other concepts presented and understood</p> <p>ICT use in STEAM for girls understood and well discussed. Participants ready to use ICT</p> <p>Practical use of STEAM in ecological and sustainable school using green technology</p> <p>Chairs: Dr. Hendrina Drobo and Dr. Marguerite O'Connor</p>	<p>8:45-9:00 Recap previous day with participants</p> <p>9:00-10:30 Short presentation on gender-responsive pedagogy in STEAM</p> <p>10:30-11:30 Story from successful female executive: Madam Mekdes (EthioTelecom)</p> <p>11:30-12:00 Tea break</p> <p>12:00- 13:30 Group work on gender responsive pedagogy and STEAM</p> <p>13:30-14:30 Presentation on “green school” during lunch</p> <p>14:30-15:30 Short presentation on the use of ICT in STEAM with gender</p> <p>15:30-17:00 Group discussion (by role) on how to apply these pedagogies in ICT</p> <ul style="list-style-type: none"> Participants will identify and later demonstrate ICT-based STEAM activities, their shortcomings for their schools’ context and ideas for improvement. <p><i>(Tea break to be taken individually during this time)</i></p>	<p>Dr. Hendrina Drobo and Dr. Marguerite O'Connor (FAWE)</p> <p>Madam Mekdes with Dr. Yumiko Yokozeki (IICBA)</p> <p>Dr. Hendrina Drobo and Dr. Marguerite O'Connor (FAWE)</p> <p>Dr. Benno Boer (UNESCO Addis Office)</p> <p>Dr. Temechehn Engida (IICBA)</p> <p>FAWE (with assistance from CEMASTEAM and IICBA)</p>
<p>Day 3 Wednesday 31 August</p>	<p>Theme: Let us prepare innovative and exciting lessons (CEMASTEAM)</p> <p>Objectives: Pedagogies understood with practical examples Inspirational ideas and new technology introduced in an exciting manner.</p> <p>Morning Chairs: Mrs. Mary Sichangi and Dr. Temechehn Engida</p>	<p>8:45-9:00 Recap previous day with participants</p> <p>9:00-11:00 Presentations on lesson plans using positive pedagogies discussed in the previous day</p> <p>Enhancing gender-responsive STEAM through ASEI-PDSI approach to lesson delivery</p> <ul style="list-style-type: none"> Exposition Presentation & discussion of best practice in ASEI lessons / formats <p>11:00-11:30 Tea break</p> <p>11:30-13:00</p>	<p>CEMASTEAM Mr. Samuel Gachuki Mrs. Mary Kariuki Mr. Tom Mboya Okaya Mrs. Mary Sichangi Mr. Stephen Njoroge</p>

	<p>Afternoon Chair: Mr. Dillon Green</p>	<p>Group work on making lesson plans</p> <ul style="list-style-type: none"> Teachers will work on a lesson in their subject matter. This lesson will be shared on Day 4 School administrators/Head teachers will work on how to promote STEAM subjects and promote girls' participation in STEAM subjects and clubs. This plan will be shared on day 4 Ministry officials will prepare plan on how to properly promote STEAM and girls' education in their country/government. This plan will be shared on day 4 <p>13:00-14:00 Lunch break</p> <p>14:00-17:00 Activities by Microsoft Introductions to Microsoft:</p> <ul style="list-style-type: none"> Microsoft Education Microsoft Philanthropies <p>Skills Building for Educators and Learners</p> <ul style="list-style-type: none"> Imagine Academy & Certification Microsoft Educator Network Digital Literacy Curriculum <p>Content:</p> <ul style="list-style-type: none"> Office Mix Microsoft Math Chekhov 	<p>CEMASTEA, FAWE, IIE and IICBA</p> <p>Mr. Dillon Green, Mrs. Ethiopia Abebe, and those from Microsoft will work with the ministry officials' groups</p> <p>Mr. Phil Odour & Mr. Alex Nyingi (Microsoft)</p>
<p>Day 4 Thursday 1 Sept.</p>	<p>Theme: Let us prepare STEAM teaching and learning materials (CEMASTEA)</p> <p>Objectives: Teaching/learning materials prepared using locally available and familiar materials</p> <p>Inspirational ideas and new technology introduced in an exciting manner.</p> <p>Morning Chair: Mr. Samuel Gachuki</p> <p>Afternoon Chair: Mr. Dillon Green</p>	<p>8:45-9:00 Recap previous day with participants</p> <p>9:00-11:00 Presentation on teaching and learning materials – how to make materials using the locally available resources Demonstration of STEAM teaching & learning materials & ASEI lesson activities: Use of science kits</p> <p>11:00-11:30 Tea break</p> <p>11:30-13:00 Group work on preparation of teaching and learning materials</p> <p>13:00-14:00 Lunch</p> <p>14:00-17:00 Activities by Microsoft Computer Science Education:</p> <ul style="list-style-type: none"> Microsoft & Computer Science Tools: Kodu, Minecraft, Touch Develop 	<p>CEMASTEA Mrs. Mary Sichangi Mr. Samuel Gachuki Mrs. Mary Kariuki</p> <p>CEMASTEA, FAWE, IIE and IICBA</p> <p>Mr. Alex Nyingi and Mr. Phil Odour (Microsoft)</p>

		<p>Collaboration and Presentation</p> <ul style="list-style-type: none"> • OneNote • Sway <p>Way forward:</p> <ul style="list-style-type: none"> • How to engage with Microsoft? • Delegation Discussions • Close <p>18:00 – Cultural dinner</p>	
<p>Day 5</p> <p>Friday 2 Sept.</p>	<p>Theme: Model lessons</p> <p>Objectives: Model lessons presented and observations exchanged for further improvement</p> <p>STEAM education for girls understood in a practical way Participants ready to use them in class and share the experience with others on their return</p> <p>Chair: Dr. Yumiko Yokozeki</p>	<p>8:45-9:00 Recap previous day with participants</p> <p>9:00-11:00 Presentation (in groups) on model lessons using the lesson plan and teaching/learning materials</p> <p>11:00-11:30 Tea break</p> <p>11:30-12:30 How to use STEAM in a box Introduction to Resource Toolkit</p> <p>12:30-14:00 Country follow-up plans: Participants will discuss on STEAM that they are going to work on while back in their schools <i>(Groups can take lunch together at this time)</i></p> <p>14:00-15:00 Closing and reflection</p> <ul style="list-style-type: none"> • 5-minute presentation from countries on way forward • Video message from Dr. Jill Biden • Certification awarded to participants • Word of Thanks and dismissal 	<p>Facilitated and commented by CEMASTEAM, IICBA, FAWE, IIE and Microsoft in a group</p> <p>Ms. Megan Ames (IIE)</p> <p>all</p>