# Webinar on metaStudio.org www.chatShala.in

Conversations on STEM Projects

14 May 2024

# Nagarjuna G

nagarjun@gnowledge.org GN @metaStudio.org Visiting Faculty, IISER Pune Former Professor, Homi Bhabha Centre for Science Education, TIFR Tata Institute of Fundamental Research

#### Outline

- metaStudio: a platform for STEM Education
- A free and open source software platform for education
- Engagement through investigative and innovative projects
- Why STEM?
- Why Games?
- Why Projects?
- Why and how to cultivate STEM Habits?
- Recognition through badges
- How to participate in metaStudio?
- Q/A

## Welcome to Gnowledge Lab!

Design and Development of Collaborative STEM Engagements!

#### **STEM Habits**

Nurturing and Recognizing STEM habits, bringing Culture to the Foreground of Education

An R&D laboratory of HBCSE (Homi Bhabha Centre for Science Education), TIFR (Tata Institute of Fundamental Research), Mumbai, India. The lab's focus is on *designing and developing discourse based collaborative constructionist learning environoments AKA studios*. We also develop, design and distribute information and communication technology for studio based STEM education and share our research and developed material to the rest of the world under Creative Commons license.

#### 17866 e-Resources | 17252 registered

# NROER

|                               | Reposi | itory Workspaces                              |   |   | <b>Q</b> 🖲 неір Д                            | Language   en 🔻 😽 Login |
|-------------------------------|--------|---|---|---|--|-------------------------|
| _                             |        | Home > eLibrary >                             |   |   |  |                         |
| Collections                   | 401    | eLibrary Homogeneo                            | us collections of resources                     |   |  |                         |
| <ul> <li>All files</li> </ul> | 14441  | Select  | - Select  |   |  |                         |
| d Documents                   | 2778   |   |   |   |  |                         |
| ∞ Interactives                | 1270   |   |   |   |  |                         |
| J Audios                      | 1664   |   |   |   |  |                         |
| Images                        | 2586   |   |   |   |  |                         |
| Videos                        | 6142   |   |   |   |  |                         |
| File Statistics               |        | Tangent and Radius of a<br>Circle             | Qutub Minar Old 24                              | सफर कलेंडर का   | Indian Economy On the<br>Eve of Independence | Inflation               |
|                               |        | This Geogebra applet is about the relation be | The Iron Pillar in the courtyard bears an inscr | इस कार्यक्रम में कलेंडर के अविष्कार को<br>दर्शाया गया |  |                         |
|                               |        | nroer_team 28/07/2015                         | nroer_team 08/05/2017                           | nroer_team 05/09/2019                                 | shanum4u 05/09/20                            | shanum4u 05/09/2019     |



About CLIX Curriculum CLIX in Action R & D



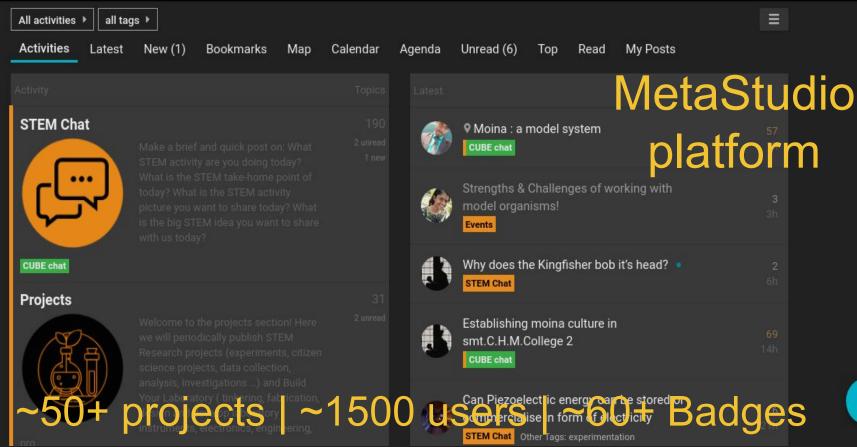
# CLIX

**AA** 

#### 4 states | 1100 schools | 4500 teachers

#### STEMGAMES





# Why STEM?

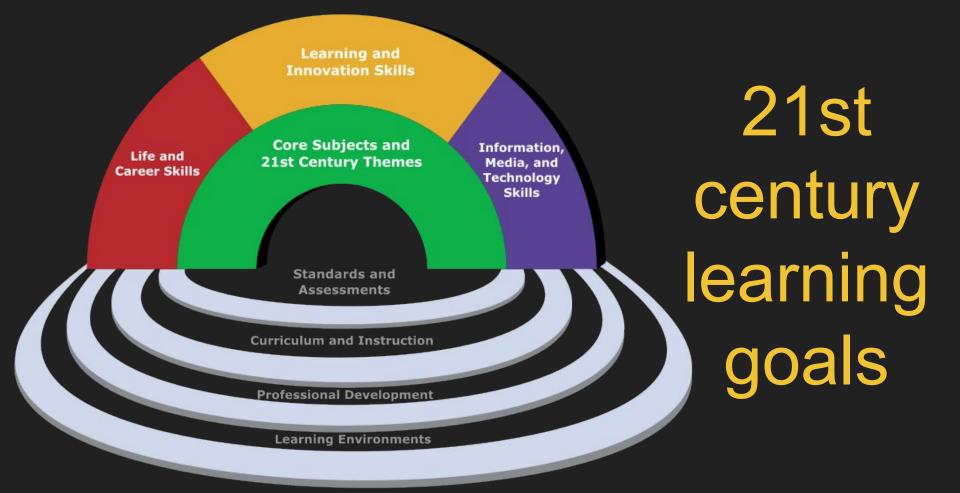


Figure 1 - P21 Framework for 21st Century Learning

# Why Games?

a lesson from Indian cricket for STEM education



## We play them together

# We get involved

## We need spectators

#### Everyone knows the rules of the game

## We make our own playground

#### We innovate when we don't find facilities

Street games are all inclusive

Frugality makes everyone to join

laughingcolours.com

Innovation and imitation continues



Just as we took cricket to the streets, and became world class,

we need to build STEM clubs in every corner of the street!

metaStudio is created to support this.

#### Some Examples

What can we investigate at the election time? Mapping biodiversity at doorstep Making as a context Tinkering, Repairing and Recycling

Why STEM ?

### Why Projects?

To create clubs, frugal labs and encourage tinkering / maker spaces At every school and street corners.



- Creating opportunity for conversation
- Collaborative Investigative projects
- Discourse Driven

- Low barrier to entry
- Contextualization
- Sophistication in mind
- Frugal resources



### Innovation Projects



#### Hard Disk based Centrifuge





#### **Electronics** Prototyping

Community participation 1

### Investigation Projects



### CUBE ChatShala

### Everyday From 7.30pm to 9.30pm



#### Example of STEM investigations

Study heredity patterns and construct traps to catch wild populations of D. melanogaster (fruit fly)

Gain an understanding of the life cycle of insect exhibiting metamorphosis

Learn to keep concise journal notes

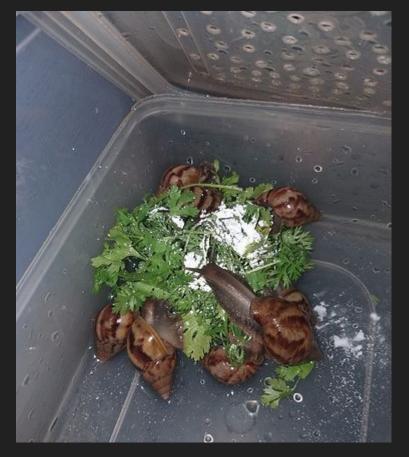
Learn culturing techniques to keep the flies healthy

Realize many science experiments cannot be conducted and concluded within one or two lab session



### Example of model system





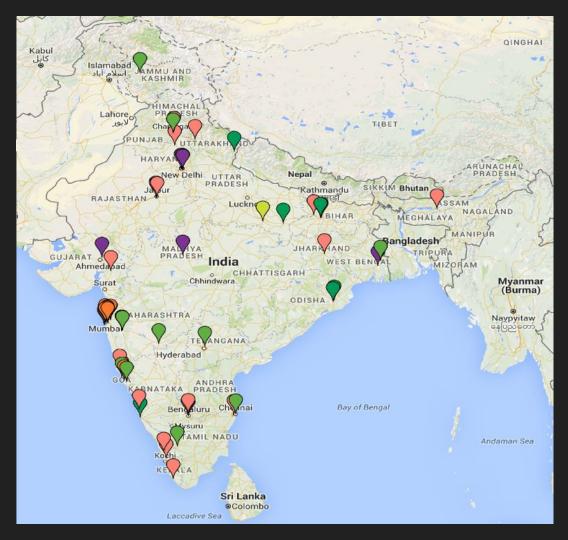








Children working alongside mentors to study the water flea





### 2000+ Students 60+ clubs

#### **Mathematical**

generalise, spacial thinking, review, axiomatic, mensuration, proportional & statistical thinking, estimation, plotting, simulation

#### Engineering

experimental, tinkering, parametric-thinking, calibration, investigation, sustainable practice, production, frugality,

#### **Design thinking**

fabrication, modular-thinking, standardised interfacing, sensitivity-to-versatility, doodling

#### metastudio.org

creating, reporting, citation, notetaking, presenting, narrating, being-specific, engaging, forthcoming, inviting-collaboration

STEM Habits

Communication

#### Thinking & Reasoning

enquiry, inquisitive, problemsolving, rigor, speculation, review, verification, mapping, explanation, critique, critical thinking, creativity, reasoning, generalisation

#### **Data & Observation**

data-collection, data-visualisation, extrapolation, classification, curation, bug-finding, survey, empirical, cartography

## Why and how to cultivate STEM Habits?

Content does not matter, creating and engaging with content does.

### Mathematical

generalise, spatial thinking, axiomatic, mensuration, proportional & statistical thinking, estimation, plotting, simulation

## Engineering

experimental, tinkering, parametric-thinking, calibration, investigation, sustainable practice, production, frugality,

## **Design thinking**

fabrication, modular-thinking, standardised interfacing, sensitivity-to-versatility, doodling

### **Data & Observation**

data-collection, data-visualisation, extrapolation, classification, curation, bug-finding, survey, empirical, cartography

### **Thinking & Reasoning**

enquiry, inquisitive, problemsolving, rigor, speculation, review, verification, mapping, explanation, critique, critical thinking, creativity, reasoning, generalisation

### Communication

creating, reporting, citation, notetaking, presenting, narrating, being-specific, engaging, forthcoming, inviting-collaboration

#### **Mathematical**

generalise, spatial thinking, axiomatic, mensuration, proportional & statistical thinking, estimation, plotting, simulation

#### Engineering

experimental, empirical, parametric-thinking, calibration, investigation, sustainable practice, production, tinkering, frugality

#### **Design thinking**

fabrication, modular-thinking, standardised interfacing, sensitivity-to-versatility, doodling

#### metastudio.org

#### Communication

STEM

**Habits** 

creating, reporting, citation, notetaking, presenting, reporting, narrating, being-specific, engaging, forthcoming, inviting-collaboration

#### Thinking & Reasoning

enquiry, inquisitive, problemsolving, rigor, speculation, review, verification, mapping, explanation, critique, critical thinking, creativity, reasoning, generalisation

#### Data & Observation

data-collection, data-visualisation, extrapolation, survey, classification, curation, cartography, bug-finding

### STEM Habits

### Recognition through badges

### **Reimagining Assessment**

### STEMGAMES



#### STEM Habits



#### **Keen Observer**

Keen observers see more than what normal people can see in a phenomenon.



15

Artist

Blogger



This badge will be given to those who represent a phenomenon or an object through a picture.

13

10



**Bug Finder** Locates and reports problems.

Author

Games.

Who writes

projects/experimental

investigations at as STEM

6

12



### Who declares

Axiomatic

assumptions, defines terms, and states a set of postulates to build a model/theory.



Who narrates and writes blogs (essays) to share the experiences with others about the investigation.



#### Calibrator

Adjusts measuring instruments to map to standards.



#### Cartographer

One who maps events and places using geographical coordinates.

9

#### Classifier



One who partitions a domain into one or more types of events or things according to a known criterion.



Live Demo of metaStudio

# Thank you

Q/A

# Nagarjuna G

nagarjun@gnowledge.org GN @metaStudio.org Visiting Faculty, IISER Pune Former Professor, Homi Bhabha Centre for Science Education, TIFR Tata Institute of Fundamental Research