

STEAM in YOUTH WORK FRAMEWORK

STEAM stands for **Science, Technology, Engineering, Art and Maths.**

Youth Work is a unique space...

Youth workers and practitioners are invited to use their youth work practice to support young people to see the relevance of science to their daily lives and to enjoy and develop positive attitudes towards STEAM and themselves as 'STEAMists' – especially those who are from groups or backgrounds that are under-represented in science-related further and higher education and careers. Youth work settings offer a unique, safe and fun environment for creative exploration.

Potential Outcomes for Young People



✓ Key Practice Features - STEAM in Youth Work...

- is **multi-disciplinary** and includes technology and art as a means of deepening engagement and learning in science, engineering and maths, and vice versa
- emphasises the **personal and social development** of young people while also providing opportunities for those with particular interests to develop STEAM knowledge, skills and competencies and a range of **twenty-first-century skills**, including digital literacy
- is **relevant** to the daily lives of young people and **captures their imaginations**
- is **hands-on**, supports **inquiry-based** and **experiential** learning, and **design thinking** processes
- is **youth-led** and based on **youth work principles** and approaches
- inspires** youth workers and supports their **professional development**
- provides **fresh new tools** for youth workers and other educators to **engage** young people with
- features a **collaborative approach** between youth workers, STEAM practitioners, STEAM institutes and young people, which fosters mutual **trust and respect**
- supports the **progression** of young people, where there is interest, to other STEAM education and engagement opportunities
- is **inclusive** of all young people, promotes **equity & social justice**

✓ Key Practice Features - STEAM in Youth Work...

- has at least a **basic understanding** of the science/STEAM and/or knowledge of how to find out more about and an ability to **inspire young people's** curiosity in it
- employs **youth facilitation skills** which support youth participation and scientific approaches (e.g. by guiding the learning process rather than giving instructions and giving space and time for **trial & error**)
- be **part of the learning process** by exploring STEAM together with the young people
- deepens experience through bringing in **external expert support**
- through youth work methods, supports young people to use STEAM to **respond to social and environmental issues** of concern to them
- creates a **safe and fun environment** for creative exploration
- facilitates the development of young people as **creative problem solvers**, resilient learners, critical thinkers, **changemakers** and **young 'STEAMists'**
- promotes young people's STEAM identities including **feeling a positive connection with STEAM** and enables young people to **appreciate ethical aspects** of STEAM

Context

- Voluntary participation
- Youth work & non-formal education context
- Organisations with a youth work ethos
- Adheres to child protection guidance