Jiang Xue-Qui

Researcher at Harvard Graduate School of Education Global Education Innovation Initiative

Biography

Jiang Xue-Qui is a researcher at Harvard Graduate School of Education Global Education Innovation Initiative, a Fellow of the Royal Society of Arts (FRSA), and a member of the selection committee for the Global Teacher Prize. In 2008, he built and managed the international program at Shenzhen Middle School, a program that focused on teaching critical reading skills and collaboration. In 2010, he built and managed the international division at Peking University High School, a program that focused on teaching creativity and global citizenship. He has also worked as a columnist for the New York Times Chinese website and China Youth Daily. He currently trains Chengdu public school teachers how to teach STEAM and Project-Based Learning.

Workshop Description

Workshop Title: How to Build Low-Cost Scalable STEAM Curriculum to Teach Soft Skills

WHO SHOULD ATTEND: This 90-minute workshop is aimed at grades K-9 teachers who are interested in how to develop a STEAM curriculum to teach their students scientific reasoning, communication, and collaboration. While no experience or prior knowledge or science teaching background are necessary, teachers with some experience teaching STEAM will benefit the most.

FORMAT: Attendees can either choose to participate or observe the workshop. Those who choose to participate will be divided into groups of 4, and be asked to solve two STEAM challenges. The two challenges are designed to facilitate a wider discussion on effective STEAM lesson design, pedagogy, and evaluation. Throughout the workshop, the presenter will offer tools and strategies for teaching STEAM.

LEARNING GOALS: This workshop aims to teach attendees the following:

- A basic understanding of how to develop a STEAM curriculum based on the principles of narrative, hands-on learning, and objective feedback loops. Practical suggestions on what scientific concepts to teach, what materials to use, and how to design lessons.
- A basic understanding of how to structure a STEAM class around the principles of autonomy, challenge, and feedback.

A basic understanding of the evaluation/feedback mechanisms of a STEAM class. Metrics, tools, and strategies will be offered on how to develop students' collaboration and communication skills.