

# What are STEM/ STEAM?

## ACTIVITY 5

Activity aimed at raising student  
awareness of the role of  
women in STEM/STEAM







## ACTIVITY 5

### 4 sessions

This is a proposal to do as a group where students organise and reach agreements, find information online, extract relevant points about the illustrators and prepare a board game based on the artists.

### Skills developed

#### DIGITAL AREA

- Select, configure and program digital devices according to the tasks to perform
- Build new personal knowledge through information processing strategies with the support of digital apps

#### PERSONAL AND SOCIAL AREA

- Understand and implement strategies and habits involved in learning itself
- Develop skills and attitudes to meet learning challenges throughout life

#### CULTURE AND VALUES AREA

- Show attitudes of active respect towards others
- Apply the dialogue and exercise all the skills involved

#### ARTISTIC AREA

- Develop disciplinary or cross-disciplinary art projects, both individual and group
- Use artistic language elements to compose, leveraging tools and techniques specific to each area
- Assess artistic productions in their contexts and functions with respect and a critical eye
- Enjoy artistic experiences and creations as a source of personal and social enrichment

### Development of Activity

1. Organise the class into 12 groups
2. Ask each group to consult the website <https://www.cientificascasio.com/> where they will find at the end of each scientist a section with information on the artist who did the illustration. This activity concerns the illustrators.
3. Each group has to prepare a board game based on questions and answers about the 12 artists they have worked on in this project.
4. They have to design the board, the files and the questions to promote the illustrators and their work to their classmates.
5. Once all the board games have been built by the groups, the students can play them and decide which they learned the most from, which was the most original, the most fun, the one they thought was best in terms of aesthetics, etc.

THIS ACTIVITY CAN BE USED AS OUTREACH FOR THE FINAL PRODUCT TO THE REST OF THE EDUCATIONAL COMMUNITY, TO ORGANISE INTERPHASE PRESENTATIONS, POST NEWS ON THE SCHOOL'S WEBSITE, ETC.