

# Do's and don'ts

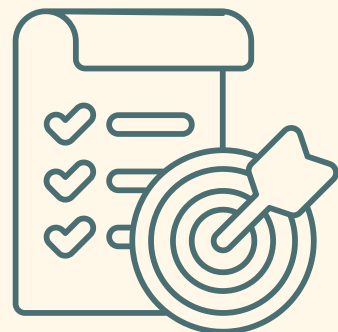
## Implementing Steam manipulations history-related in your classroom

### Do's :

Use **visual** representations (timeline and map) to help students find their way in time and space.



Provide highly **precise** blueprints.



Include **pictures** in your blueprints.

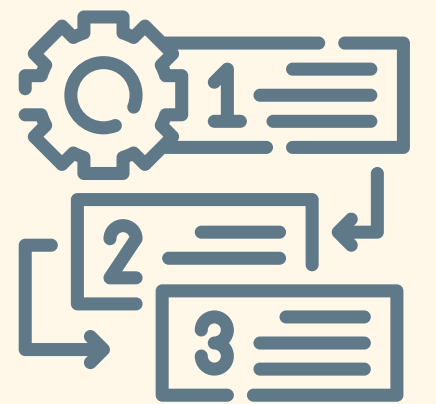


Let students search, make mistakes and try again to develop their **problem-solving** skills.



### Don'ts :

Don't leave the organization of the experiment to hazard; **plan** the materials, the layout of the class and even the groups to save time.



·Don't forget to make the link with **today**, how this invention is used today, and how it has evolved over time. The students will be more involved in the subject and understand its practical application.



# Do's and don'ts

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### Do's :

Allow **time** before and after the lesson for taking out and putting away equipment.



Use materials that are easy to find and **affordable**.



Include moments of **self-assessment**, this enables students to reflect on what they've learned and thus fix the material, improve their group skills and better understand how they operate.



Show **examples** of the expected results, or add explanatory videos.



While working, listen to some quiet background **music**.

### Don'ts :

Don't do a manipulation just to do a manipulation. Think about the whole sequence around it, and maybe even create a class **project**. This will make it easier to integrate into your lessons.



Do not create large **group**: 2 to 3 students is ideal.



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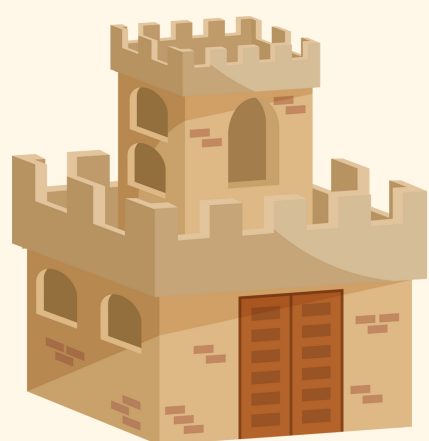
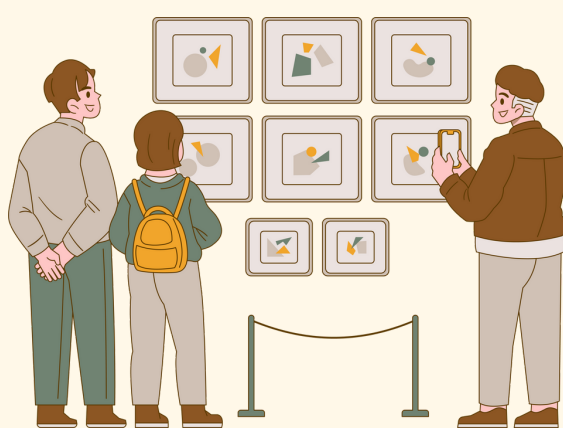
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### Do's :



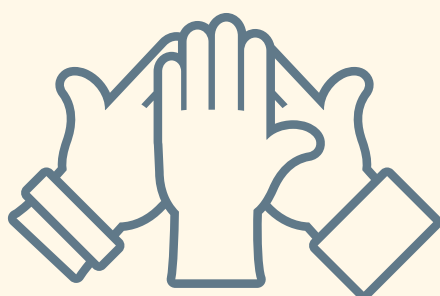
- **Prepare** materials in advance and if students bring their own material for work, check the day before whether they have brought everything they need.

- Organise an **exhibition** for parents and other students.



- **Test** your manipulations before proposing them to students.

Make the material **inclusive** by adopting the following layout: text size between 12 and 14, unjustified text, century gothics, Arial or Open sans font, use colors and highlight in bold.



### Don'ts :



Don't forget that the more **fun** the activities, the more motivated the students will be!

