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STEAME ACADEMY
TEACHING FACILITATION LEARNING & CREATIVITY PLAN (L&C PLAN) - LEVEL 1
STUDENT TEACHERS: Herbs and technology



1. Overview

Title	Herbs and technology
Driving Question or Topic	<i>How to use technology in studying plant development? How can technology help grow herbs? Can IoT help track herb development?</i>
Ages, Grades, ...	<i>12-15 years old 6-9 grades</i>
Duration, Timeline, Activities	<i>15 lessons 15 lessons 15 lessons</i>
Curriculum Alignment	<i>What is ecological and precision agriculture? How are herbs grown using technology? How to track plant development through sensor data and analyze it. Applications.</i>
Contributors, Partners	<i>Organic farming companies. Parents who have experience in growing and gathering herbs.</i>
Abstract - Synopsis	<i>Initially, the students are taught together by the biology teacher, who introduces them to the importance of organic farming and growing herbs. Then, with the assistance of the school management, a meeting was organized with representatives of ecological farming companies in the city, as well as with parents who are engaged in collecting and growing herbs. Together they determine a suitable small learning field in the school yard and decide what herbs to plant. The students are divided into small groups of 3-4 people, who study the technology of growing an herb of their choice - basil, thyme, oregano, mint, lavender, etc. Together with the biology teacher, they shape the small learning field, and separate groups of students plant the herbs. Together with the informatics and technology teacher, the students get to know the possibilities of the sensor devices, through which they can observe the development of plants. They have suitable sensors for temperature and humidity. At the next stage, the informatics teacher assists the students in using a suitable environment to receive and analyze the data received from the sensors. Together with the biology teacher, the sensor data is summarized and analyzed. Conclusions are made related to the increase of efficiency in the technology of growing herbs. In the final stage, students present the results of their work. The work on the subject lasts 15 hours (about 4 months) in a period suitable for the vegetation of the herbs.</i>
References, Acknowledgements	https://www.facebook.com/groups/595271940651575/media?locale=bg_BG

2. STEAME ACADEMY Framework*

Teachers' Cooperation	<p>Teacher 1: Computer Science and Technology Teacher - this teacher introduces the theoretical aspects of applying IoT sensors to solve real-world problems. Assists students in reading and analyzing sensor data, and preparing and presenting results.</p> <p>Teacher 2: Biology teacher - introduces students to the importance of organic farming and herbalism. Assisted in organizing a meeting with representatives of local businesses and parents, organized the creation of the small school field, planting and growing the herbs. It helps students analyze sensor network information and prepare their final presentations.</p>
STEAME in Life (SiL) Organization	Meeting with business representatives
Action Plan Formulation	<p>Step 1. Acquisition of theoretical knowledge: Clarifying the importance of organic farming and herb growing by the biology teacher. The IT teacher presents the capabilities of various sensors for dynamic monitoring of changes in the environment. The following example task "What sensors are needed to monitor herb development" is defined.</p> <p>Step 2. Getting the assignment and applying the knowledge: Together with the IT and biology teachers, the students organize a meeting with representatives of local organic farming companies and with parents who have an interest and knowledge of growing and collecting herbs. They study the technology of growing different types of herbs and their economic importance.</p> <p>Step 3. Confirmation and analysis of acquired knowledge: Consolidation and analysis of acquired knowledge: With the biology teacher, the small learning field in the school yard is formed. Students in groups plant several different types of herbs. The necessary sensors- IoT (for temperature, humidity) are selected and placed with the IT teacher. Appropriate IT means are used to receive and process the information received from the sensors.</p> <p>Step 4. Application of knowledge to solve the problem and present the results Together with the teachers of information technology and biology, the received sensor data are analyzed and compared with the results of the observations. Conclusions are made for optimizing the technology of growing herbs, based on the data analysis. Each group processes, prepares and presents the results of growing the particular herb (thyme, lavender, oregano, basil, etc.). Results are presented to other students and teachers.</p> <p>Step 5. Evaluation. Each teacher follows the assessment level methodology ie. assesses students' teamwork, research and knowledge, presentation and communication skills.</p>

*under development the final elements of the framework

3. Objectives and Methodologies

Learning Goals and Objectives	<p>After completing the training, students should know:</p> <ul style="list-style-type: none">- What is organic farming and herbs and why are they important to people- Why it is important to collect and process sensory information and how it can make agriculture precision by optimizing the use of water and fertilizers.
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<p>Learning Outcomes and expected Results</p>	<ul style="list-style-type: none"> - <i>What it means to find an improved technology for growing plants.</i> <p><i>Students understand the need to use sensors (IoT) to collect information and analyze it to solve specific problems in everyday life, such as ecological agriculture.</i></p> <p><i>Acquisition of skills for project-based learning and teamwork</i></p>
<p>Prior Knowledge and Prerequisites</p>	<p><i>They should be able to:</i></p> <ul style="list-style-type: none"> - <i>They solve simple problems by using of IoT</i> - <i>To work in a team</i> - <i>To cooperate in solving practical tasks</i> - <i>To conduct research</i> - <i>To plan and organize meetings</i> - <i>To communicate with business partners</i> - <i>To analyze the received information</i> - <i>To prepare presentations and video clips</i> - <i>To be creative and generate new ideas</i> - <i>To present to an audience</i> <p><i>Expected results:</i></p> <ul style="list-style-type: none"> - <i>Presentations with analysis and results of finding improved technologies for growing herbs.</i> - <i>Final conclusions on the need to use sensor information for precision ecological agriculture.</i> - <i>Real-world application of topics studied in computer science and science classes.</i> - <i>Improving knowledge of teamwork</i>
<p>Motivation, Methodology, Strategies, Scaffolds</p>	<p><i>A key task in the plan is to experiment with a new approach to studying the complex topic of using IT and IoT (including AI) to solve real-world problems. Defining specific tasks and applying appropriate approaches and algorithms to solve them (such as receiving, storing, processing and analyzing sensory information) reduces abstractness and allows students to understand the meaning of this knowledge.</i></p>

4. Preparation and Means

<p>Preparation, Space Setting, Troubleshooting Tips</p>	<p><i>At different stages of the work, teachers change their leading role. In the initial period, the lead teacher is the biology teacher. He/she motivates the students, presents the new knowledge and helps the teams to apply it. The IT teacher supports the work of the teams by participating in setting the tasks and configuring the small herb field in the school yard. After planting the herbs, the IT teacher becomes the leader. He/she assists in the selection of appropriate sensors and assists in determining the appropriate software platform to acquire and analyze the information. All teachers (each according to their competencies) collaborate with students in solving their problems, thus demonstrating the interdisciplinary nature of project-based learning.</i></p> <p><i>Instructional sources and digital material with the related references needed for the implementation of the learning plan</i></p>
<p>Resources, Tools, Material, Attachments, Equipment</p>	<p><i>Students work in the classroom, on the schoolyard, or in a computer lab while acquiring new knowledge. They work as a team to solve the problem in a STEAM center or other secure environment with their teachers. Teachers should have appropriate learning resources such as presentations, video files, practical examples, etc.</i></p>

- *Intelligent farming* - https://www.youtube.com/watch?v=Rf_knQPKKl8
- *IoT in agriculture* - <https://www.youtube.com/watch?v=tijHjup-gM> and https://www.youtube.com/watch?v=pY_9TxAq95M
- *About herbs* - https://www.youtube.com/watch?v=jPLeQ4_Lmq5
- *communication and collaboration platform* - Google Meet, Google Classroom, Zoom, Skype, etc.
- *e-learning platform* - Google classroom, Moodle, etc.

Health and Safety

Students and teachers work in a healthy and safe environment.

5. Implementation

Instructional Activities, Procedures, Reflections

This plan is developed with an emphasis on classes in Computer Modeling and IT, and Biology or in a STEAME interest club.

Covers the subjects of study:

- *Computer Sciences*
- *Science*
- *Engineering*
- *Presentation and communication skills*
- *English*

Teachers plan their activities in Google Calendar as part of the curriculum.

Students are actively engaged through hands-on experience and research conducted as independent work that can be discussed in class.

There are 15 study hours based on a 40-minute lesson. All classes are held once a week with a curriculum for 15 consecutive weeks.

T1 and T2 teachers participate in the conduct of all lessons:

- *2-hour introduction to organic farming and the importance of growing herbs*
- *2 hours - participation in a meeting with eco-agricultural companies and parents and setting the tasks*
- *2 hours - creating a small experimental field in the school yard and planting the herbs*
- *2 hours of training on the need to use IoT in precision agriculture*
- *2 hours for selecting suitable sensors and placing them in the experimental field*
- *2 hours - training for working in an online environment for receiving and storing the information from the sensors*
- *2 hours of analysis of the results and preparation for their presentation.*
- *1 hour for final presentations and feedback sessions, which are organized during the last lesson on the topic and a presentation to a jury, including teachers and all students from grades 5, 6, 7 and 8.*

Assessment - Evaluation

The presentation of the final results takes place in front of: a jury from IT and science teachers, classmates, external experts, parents. The main components of the presentations are: the results of the conducted studies, the results of the implementation of the project activities and the proposals for improving the technology of ecological cultivation of the herbs.

Presentation - Reporting - Sharing

The final conclusions and results of the students are a key success factor. Their own opinion and final recommendations are the main focus so that they can analyze and defend their opinion.

Extensions - Other Information

All presentations with the results of the work of individual groups are uploaded to the school website and information is published on social media. The projects can be further developed into case studies and students and teachers can use them in their classes as teaching materials and/or be further developed as individual projects.

Resources for the development of the STEAME ACADEMY Learning and Creativity Plan Template

In the case of learning through project-based activity

STEAME ACADEMY Prototype/Guide for Learning & Creativity Approach Action Plan Formulation

Major steps in the STEAME learning approach:

STAGE I: Preparation by one or more teachers

1. Formulating initial thoughts on the thematic sectors/areas to be covered:

Organic farming and cultivation of herbs and wild fruits using IT, IoT and AI is a relevant and important field for the modern world. The frugal and optimal use of resources - water and fertilizers - is the main task of precision agriculture. In the course of training, students must solve a specific problem - tracking the development of herbs through direct observations and analysis of data from appropriate sensors and finding appropriate technology for their precise cultivation. In the final stage, the students prepare a presentation of the obtained results.

2. Engaging the world of the wider environment / work / business / parents / society / environment/ ethics:

Not only the students and their computer science and biology teachers participate in the training, but also partners from the eco-agriculture business, parents and school management.

3. Target Age Group of Students - Associating with the Official Curriculum - Setting Goals and Objectives

The theme is intended for students in grades 6-8 of secondary school. Training can take place in a STEAME club of interest. It can also be organized as part of IT and science studies using additional extra-curricular activities and independent study.

4. Organization of the tasks of the parties involved - Designation of Coordinator - Workplaces etc.

The teachers organize the training and support the work of the teams; they motivate the students and set a real task to fulfill; the school management supports the organization of meetings with business partners, the extracurricular organization of the work, as well as the presentation of the results to an appropriate audience.

STAGE II: Action Plan Formulation (Steps 1-18)

Preparation (by teachers)

1. Relation to the Real World – Reflection

Presentation of a real problem - tracking the individual periods in the development of herbs and analyzing dynamically incoming sensory information to determine an optimal plan for their cultivation.

2. Incentive – Motivation

Together with the IT and Biology teachers, the students meet representatives of local eco-agribusinesses and complete tasks to grow specific herbs. Posing a real problem motivates students

3. Formulation of a problem (possibly in stages or phases) resulting from the above

The students are divided into groups and look for technologies for ecological and precise cultivation of herbs, applying the acquired theoretical knowledge. Together with their teachers, they plant, grow, observe, receive and analyze sensory information. Finally, they prepare a presentation and present the results to a critical audience

Development (by students) – Guidance & Evaluation (in 9-11, by teachers)

4. Background Creation - Search / Gather Information:

New knowledge applied when solving specific tasks, searching for additional information about different herbs and their cultivation; for the appropriate sensors and the possibilities of processing the incoming information.

- 5. Simplify the issue - Configure the problem with a limited number of requirements**
The task is clearly stated with the necessary information
- 6. Case Making - Designing - identifying materials for building / development / creation**
The task that the individual groups receive is clearly defined
- 7. Construction - Workflow - Implementation of projects**
Introductory training with relevant examples - Posing a real problem - Additional training - Finding a solution to the problem - Presenting the results
- 8. Observation-Experimentation - Initial Conclusions**
Tracking the entire process of herb development, repeatedly analyzing the information received from the sensors and comparing with personal observation.
- 9. Documentation - Searching Thematic Areas (AI fields) related to the subject under study – Explanation based on Existing Theories and / or Empirical Results**
Students have the necessary theoretical information and examples.
- 10. Gathering of results / information based on points 7, 8, 9**
At each step, the teacher-moderators report the progress of each group in solving the problem
- 11. First group presentation by students**
Students present the results of their work

Configuration & Results (by students) – Guidance & Evaluation (by teachers)

- 12. Configure STEAME models to describe / represent / illustrate the results**
- 13. Studying the results in 9 and drawing conclusions, using 12**
- 14. Applications in Everyday Life - Suggestions for Developing 9 (Entrepreneurship - SIL Days)**

Review (by teachers)

- 15. Review the problem and review it under more demanding conditions**
It is required to study the development process of herbs and propose an approach for their more ecological cultivation.

Project Completion (by students) – Guidance & Evaluation (by teachers)

16. Repeat steps 5 through 11 with additional or new requirements as formulated in 15
17. Investigation - Case Studies - Expansion - New Theories - Testing New Conclusions
18. Presentation of Conclusions - Communication Tactics.

STAGE III: STEAME ACADEMY Actions and Cooperation in Creative Projects for school students

Title of Project: Herbs and technology

Brief Description/Outline of Organizational Arrangements / Responsibilities for Action

STAGE	Activities/Steps Teacher 1(T1) Cooperation with T2 and student guidance	Activities /Steps By Students Age Group: 12-15	Activities /Steps Teacher 2 (T2) Cooperation with T1 and student guidance
A	Preparation of steps 1,2,3		Cooperation in step 1,2,3

B	Guidance in step 9	4,5,6,7,8,9,10	Support guidance in step 9
C	Creative Evaluation	11	Creative Evaluation
D	Guidance	12	Guidance
E	Guidance	13 (9+12)	Guidance
F	Organization (SIL) STEAME in Life	14 Meeting with Business representatives	Organization (SIL) STEAME in Life
G	Preparation of step 15		Cooperation in step 15
H	Guidance	16 (repetition 5-11)	Support Guidance
I	Guidance	17	Support Guidance
K	Creative Evaluation	18	Creative Evaluation