**The power of the wow, increasing student agency using online tools and techniques**

Brian Host, *Inaburra School*

**STEAM and the Maker Movement**
- It takes its theoretical roots from Dr. Seymore Papert, founding professor of MIT Media Lab and research colleague of Jean Piaget.
- Integrates design & systems thinking - empathise, define, ideate, prototype and test.
- Empowers imagination and new ways of thinking about how things work.
- Embraces new technologies and applies them in novel situations, growing the sense of amazement, wonder and engagement with the world around them.

**Embedding STEAM into the curriculum**
To support students in STEAM in the curriculum, teachers should:
1. Regularly engage students in making, sharing, collaborating and reflecting by allowing student to create multiple representations of understanding.
2. Give feedback to help students remake and reiterate content-specific products, processes and knowledge.
3. Encourage students to better the lives of others.