

Conceptual framework for STEAM Education

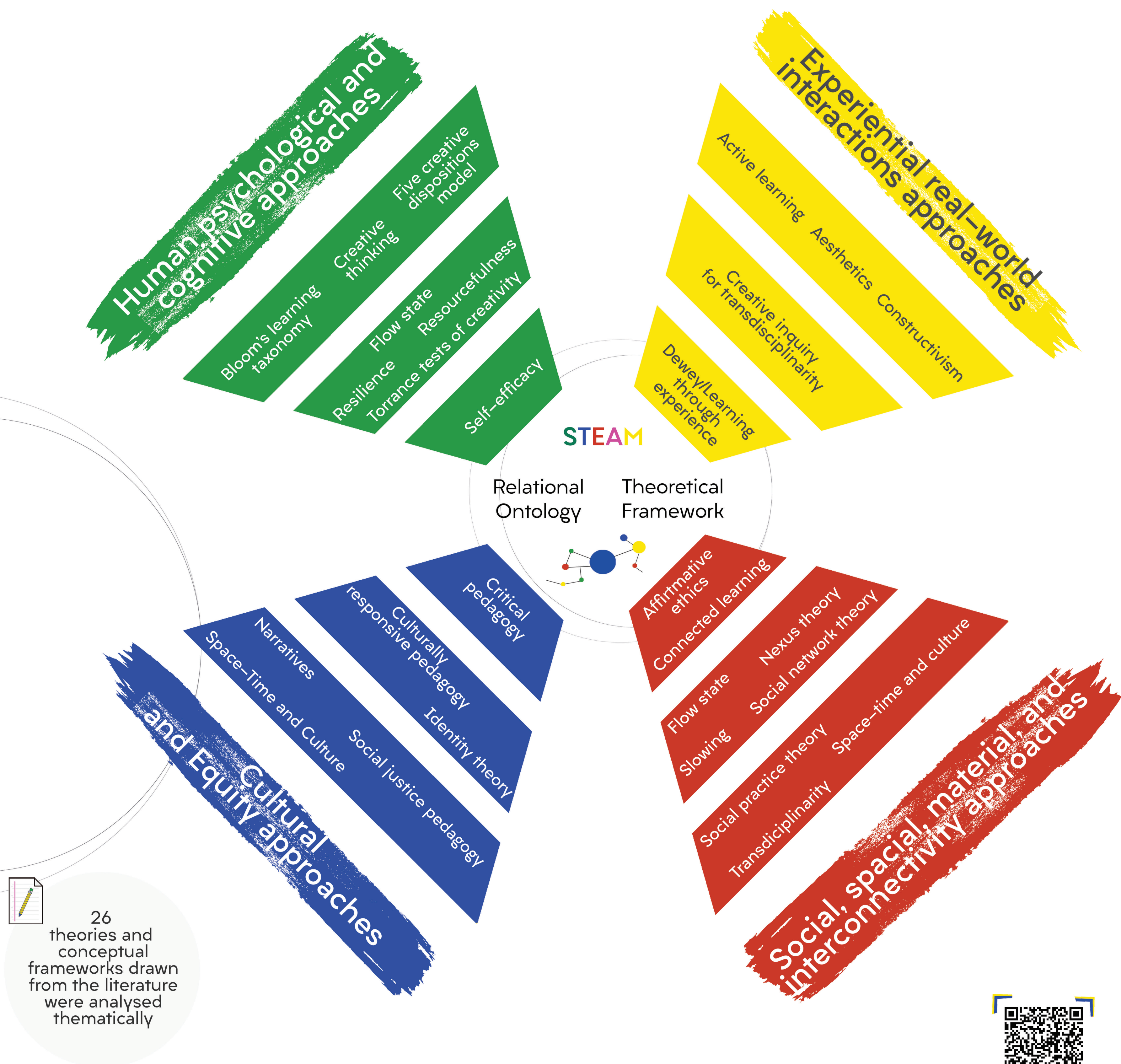
Road-STEAMer conducted a comprehensive analysis of the ways STEAM education has been theorized and conceptualized in secondary-tertiary and open-science/open-schooling practices

We identified a relational ontology underpinning STEAM Education



STEAM Education is understood as always involving the relationships between different elements of STEAM education practice, including disciplines, people, materials, and the environment

Our analysis identified four groups of approaches



26 theories and conceptual frameworks drawn from the literature were analysed thematically



Read our full report

*Conducted by the University of Exeter
The theories of the four approaches are listed alphabetically and do not represent a hierarchy