

Guidelines for creating a lesson plan

Project: Robo STEAM – Inclusive Technologies

Platform: StreamIT Televist Platform

Work Package: WP4 – Methodology & Teachers' Toolkit

Document Type: Guidelines for creating a lesson plan

1. Planning a Lesson with StreamIT

A virtual visit should be the "peak" of a learning unit, not a standalone event.

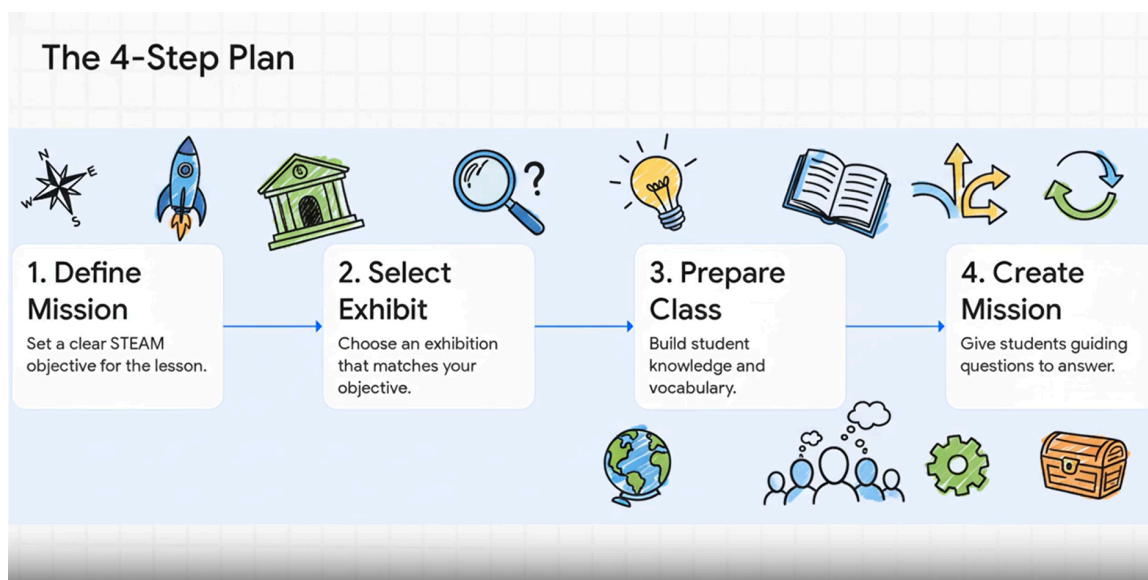


Fig: Steps or the Lesson Plan

1.1 Define Learning Objectives

Identify the **STEAM (Science, Technology, Engineering, Arts, Mathematics)** competencies you want to target. For example, a visit to a natural history museum could focus on "Scientific Observation" or "The History of Engineering in Paleontology".

1.2 Selection Strategy

Browse the StreamIT Museum lists to select museums that offer specific artifacts relevant to your topic. Don't just pick a museum; pick a specific *exhibition* that matches your week's lesson. The Museums and the exhibition lists are available on the platform, so the teacher can choose the visit accordingly.



1.3 Prepare Class

To maximize the educational impact of the **StreamIT platform**, teachers should prepare their students by building "anticipatory sets" that bridge the gap between the classroom and the museum environment. This preparation begins with a **pre-visit discussion** where the class explores their expectations of the upcoming exhibition. By asking "What do we expect to see?", educators can gauge existing knowledge and spark initial curiosity. To ensure students can follow the expert commentary or museum descriptions, teachers should introduce **5–10 key vocabulary terms** specifically related to the chosen exhibit before the session begins.

1.4 Create Mission

The most effective way to maintain high engagement is by providing students with a clear "mission" through **guiding questions**. For example, a teacher might task the class with finding three pieces of evidence suggesting a specific historical era was warmer than today. This approach ensures that interest remains high throughout the virtual tour, as students are not just passive observers but active investigators with specific tasks that keep them focused. By establishing these objectives early, the teacher creates a structured environment where students are motivated to engage deeply with the live robot feed and museum materials.

Results:

Based on the guidelines the teachers created the Lesson Plan and presented it to the students. The topic and the Museum is selected by the teachers. For eg., in the demo lessons by each teacher they have mentioned what Museum they have chosen, how long the session was, how their lesson plan was structured and the feedback. These can be found in the below listed documents,

- [Demo Lesson - SOU KIRO](#)
- [Demo Lesson - IICT](#)
- [Demo Lesson - PMG](#)
- [Demo Lesso - PGEA](#)