



## 国際会議で STEAM 教育の実践研究を発表

### ITEEA/ICTE2024 において本学が取り組んだ STEAM 教育の実践研究の成果を発表しました!

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米国，テネシー州，メンフィスで開催された International Technology and Engineering Educators Association, International Conference of

Technology Education 2024 において、本学がこれまでに取り組んできた日本型 STEAM 教育に関する実践研究の成果を発表しました。

#### Learning Models of STEAM Education in Japan: Through the Project of Hyogo University of Teacher Education

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#### Abstract

The purpose of this research is to create a practical model for STEAM education in Japan through the project of Hyogo University of Teacher Education. Japan has lagged other countries in the field of STEAM education. However, since 2018, Government of Japan has started to pay attention to STEAM education as transdisciplinary learning that combines STEM (sciences, technology, engineering, and mathematics) and Arts (including humanities). Currently, STEAM education has not been formally incorporated into Japan's national curricula, but there is a high possibility that it will be adopted in next revision of national curricula. The Hyogo University of Teacher Education (HUTE) has been designated as "the Flagship University for Teacher Training Program" by the Ministry of Education, Culture, Sports, Science, and Technology (MEXT). As part of this designation, the university has decided to develop practical learning model of STEAM Education. Firstly, we conducted a survey on Japanese teachers and university students' awareness to STEAM education. As a result, it was suggested that university students may not have sufficient awareness for STEAM education, because they did not experience it themselves during their student days. From this, it was indicated that it is important to provide opportunities for university students to experience the benefits of STEAM education for themselves. So, we attempted to implement STEAM education for the university students, and developed learning models based on this trial. Finally, three models such as "Seeds Application STEAM Model", "Bridging Exploration STEAM Model" and "Integrative STEAM Model" were developed, and discussed how to implement the developed learning models into school curriculum.



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発表の様子