

THE ESSENCE OF THE CONTENT OF STEAM EDUCATIONAL TECHNOLOGY IN THE TEACHING OF ASTRONOMY

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Abstract:

STEAM is one of the innovative techniques that is currently the most fundamental tradition of the world education system. One can see that the Steam abbreviation looks very complex, but if we see it separately, we can see that it is simple and clear, namely: S – science, T – technology, E – engineering, a – art, M – mathematics, or natural sciences, technology, engineering arts, creativity, mathematics. Science (Science)-embodies a comprehensive level of training to future specialists from various fields of technology, natural sciences and engineering.

Keywords: Education, system, STEAM, technology, children, model, innovation, like.

Introduction

Technology (Technology)-STEAM directs our children – future inventors, innovators and leaders-to do research like scientists, modeling like technologists, designing like engineers, creating like artists, analytical thinking like mathematicians, and thinking like children. Engineering (Engineering)-thanks to the STEAM approach, children develop the ability to understand the logic of what happens, understand their relationship, systematically explore the world, and at the same time develop curiosity and the ability to get out of critical situations. Art (Art) is an engineering approach to designing a STEAM base, in which a prototype of a product or process is first created. Mathematics (Mathematics)- in the process of research, prototyping or improvement, a child will have to apply his knowledge from several disciplines, which will help to form a holistic natural-scientific picture of the universe in it.

In simple words, they are the most demanded disciplines in the modern world. It is no secret that in order to achieve great success in many branches of Science, the integration of knowledge in various fields of study is required. It is STEAM technology that helps in solving such problems. This methodology makes it possible to carry out education in a mixed type and form the skills of being able to apply the acquired theoretical knowledge in everyday life.

STEAM is an innovative technology that allows you to carry out project and research activities both at school and outside of school. With this method, subjects are taught in integrated rather than separate networks, showing a common correlation. In addition to showing subjects related to everyday life, technology can also show students creativity. This approach presents a



number of tasks to students activities, learning to show their creativity as the student solves them.

With the help of such tasks, the reader not only comes up with ideas, but also learns to implement them in his daily life. Thus, the student learns to solve his activities within the framework of his tasks and available opportunities. STEAM (Sfan, Ttechnology, E-engineering, a - art, m - mathematics) is a modern approach combining science, technology, engineering, art and mathematics. In STEAM technology, children strive to gain good knowledge and immediately put it into practice. If we say that the main purpose of traditional education is to teach knowledge and use this knowledge to think and create, the STEAM approach teaches us to combine the knowledge gained with real skills. This gives schoolchildren the opportunity not only to have some ideas, but also to put them into practice and implement them.

If we say that the main purpose of traditional education is to teach knowledge and use this knowledge to think and create, the STEAM approach teaches us to combine the knowledge gained with real skills. This gives preschool children the opportunity not only to have some ideas, but also to put them into practice and implement them. In conclusion, we would like to note that, compared to traditional teaching methods, the STEAM approach in high school encourages children to experiment, build models, independently create music and films, turn their ideas into reality and create a final product. This educational approach helps children effectively combine theory and practical skills and easily conquer all stages of the continuing education system.

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