

# STEAM Education: A Journey towards Discovery of Knowledge

RIEB/CSE-21/T1-12

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## ABSTRACT

Art and Craft as a learning tool has always been appealing through the ages. However, imparting critical and creative thinking could be said to be of paramount importance in the present times. But how to create critical and creative thinkers? One of the means to achieve this would be the integration of STEAM education into the curriculum. This paper draws out the association between Edgar Dale's Cone of Learning Experience and Craft & Art-based teaching activities to imbibe different concepts. According to the recent National Education Policy, 2020 Art based teaching activities are classified for age and standard. Similar to traditional teaching and learning activities, art-based teaching and learning activities

National Conference on Integration of STEAM in School Education

09

## ABSTRACT 2020-21

also lead to certain outcomes and gains. Based on the adaptation of the revised Bloom's Taxonomy, this



**National Council of Educational Research and Training**  
**Regional Institute of Education, Bhopal**  
(NAAC Accredited A+ Grade Institute)

In collaboration with  
**Department of School Education,**  
Govt. of Madhya Pradesh (India)

## National Conference on Integration of **STEAM** in School Education

February 26 - 28, 2021

**ABSTRACTS**  
PAC 16.53  
2020-21

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Page 1 / 204