

## BEGINNING OF THE JOURNEY

Welcome to "Trajectes STEAM", an activity that connects museums and STEAM education. With the purpose of putting knowledge into practice, the Museu de L'Hospitalet will take on three challenges. Each is based on a different thematic area: art, industrialization and historical memory. The card you chose at the beginning shows the challenge you'll work on. It is important to also use the correct leaflet (the one you are reading now) with the same challenge title.

### What are the next steps?

- 1 If you're reading this leaflet, the challenge you'll be taking is called "**Images that speak to us**". Read the description on the next page before the presentation begins.
- 2 Answer the questions in the last section of this leaflet, titled "**KNOW YOURSELF**".
- 3 Get inspired by the talks that will take place on this journey. In this leaflet you will find the section "**GET INSPIRED**", where you can write down anything that can help you expand your knowledge and meet the next challenge.
- 4 Before working on the challenge, get inspired by the "Trajectes-STEAM JOURNEY" exhibition. You will find the keys needed to create your project there.
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## THE CHALLENGE

How can we explore and approach art in a STEAM way?



**Thematic area:** ART

**Building:** Edifici de l'Harmonia, Museu de l'Hospitalet

**Public:** 12-13 year old students from a High Complexity Center

### DESCRIPCIÓ

The "Sant Roc" altarpiece is one of the most emblematic artworks from L'Hospitalet's artistic heritage. The work provides us with an opportunity to work on topics like the concept of the artist in 16th-century Catalan painting, iconography, artistic techniques, etc.

Therefore, the artwork is a vehicle to give students knowledge about their artistic heritage. Education in the arts is essential for the development of certain skills. But nowadays, it is increasingly difficult to bring this knowledge to young people. We'll have to resort to some innovative methods.

The STEAM system seeks new educational strategies to acquire true and useful knowledge. It is committed not only to the sciences but also the arts, as they offer important skills for student development. Therefore, there is an opportunity to recognize art as an essential agent of learning development by stimulating curiosity, creativity, critical thinking, collaboration, communication and innovation.




How can we create a project that uses STEAM methodologies in the arts? Let's explore the question, and meet the challenge, using the **Sant Roc Altarpiece** as a framework.

# HOW ARE WE GOING TO DO IT?

Once you have chosen the project and taken all the necessary notes along the way, we will work together to meet the real challenge by creating a project.

To solve the problem, we will follow a three-stage process. These stages are designed to help you learn how to apply methodologies in different types of projects, while also stimulating knowledge and creativity. **This activity begins at the exhibition itself, which will be the main source of information that you will need to create your project.**

## WHAT ARE YOU TAKING FROM THIS EXPERIENCE?

-  Ideas and methods for your future projects.
-  Knowledge on how to apply these methodologies.
-  A formation certificate: Introduction of STEAM into Museums.

## GET INSPIRED!

Use this space to take notes on the talks or presentations. They will be useful when it comes to answering the challenge that we will work on together later.



CONFERENCE "L'ESPIRAL DE LA VIDA" - SANDRA UVE

INTERVENCIÓ DEL TINENT ALCALDE I REGIDOR DE L'ÀREA D'EDUCACIÓ, INNOVACIÓ, I CULTURA DAVID QUIRÓS

CONFERENCE "STEAM, UNA NOVA MANERA DE RELACIONAR-SE A L'ESCOLA I AL MUSEU" - JUDITH BARNÉS

# KNOW YOURSELF

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The question "**What am I?**" aims to help you define yourself. Do you represent an institution? Are you a specific type of worker? What area are you from? What are you specialized in? etc.

For the question "**What can I contribute?**" write down what you think you can contribute to the project, whether in the field of STEAM, in the development of innovative projects, experience in the field of education, specific techniques... Anything that you think of is important!

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CANVAS

**WHAT AM I?**

**WHAT CAN I CONTRIBUTE?**



Comparteix el teu projecte a les  
xarxes socials utilitzant  
#trajectesSTEAM

Segueix-nos a



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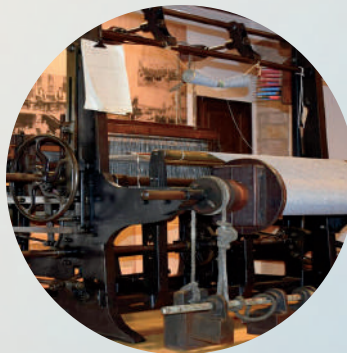
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## EL REPTE

How can we analyze, deconstruct and rebuild a Ruti textile loom through STEAM education?

**Thematic area:** INDUSTRIALIZATION  
**Building:** Museu de L'Hospitalet, Teler Ruti  
**Public:** 14-16 year old students



### DESCRIPCIÓ

The emergence of industrialization in L'Hospitalet led to its urban, demographic and economic growth. The Museu de L'Hospitalet dedicates much of its space to the city's industrial past, especially that related with the textile industry. The Swiss-made loom from the Ruti company especially stands out in this area. It was installed in the Vilumara Company in 1907. It now serves as a vehicle for us to observe the changes that came with technological and production advancements, get closer to the late nineteenth and early twentieth century ways of life, learn different uses and functions of the objects of the past and more.

It is increasingly difficult to convey this type of knowledge to students. Therefore, innovative methods are necessary. STEAM education offers methodologies that help stimulate curiosity, creative and critical thinking, collaborative work, communication, among others. It's not just a way of learning. It's a way to understand life and its relationships.




How do we create a project that uses STEAM methods to convey socio-historical knowledge? We will use the **Ruti loom** as a pretext to explore this challenge.

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**WHAT CAN I CONTRIBUTE?**

**CANVAS**



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## EL REPTE

How can we create a project that involves recovery of historical memory and STEAM education?

**Thematic area:** HISTORICAL MEMORY

**Building:** Edifici de l'Harmonia, Museu de l'Hospitalet

**Public:** 12-14 year old students



### DESCRIPCIÓ

Historical memory is the kind of memory held by a group regarding certain historical events. The narrative of historical events is often rewritten by power structures that create "official truths" or information that is "politically correct". On occasion, it has even been decided to erase any record of the past. As a result, more and more people are making an effort to recover or rebuild our past. In the Spanish case, Law 52/2007 (known as the Law of Historical Memory) frames the period between the start of the Civil War (1936) and the end of the Franco dictatorship (1975).

Today, with the rise of the Internet and new communication technologies, this information became more important because they arrive to everyone. That is the reason why the world is filled by "fake news". That's why it's important to learn to develop critical thinking that can analyze the information we receive. STEAM learning empowers students to use active methodologies for knowledge development and gain tools to train critical and creative thinking. These methods encourage students to solve challenges collectively and achieve common goals.




What if we could get students involved in the analysis of our past to develop these skills? How can we create a STEAM project that works with historical memory? We will explore these questions using a **duplicating machine**, placed at Casa Espanya of the Museu de L'Hospitalet.

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MUSEU de L'Hospitalet Trajecte STEAM

# IMATGES QUE ENS PARLEN

00001 TÍTOL UNIPERSONAL

**ESPAI:** L'HARMONIA (MUSEU DE L'HOSPITALET)

**REpte:** PARTINT DEL RETAULE DE SANT ROC, DE QUINES MANERES PODEM EXPLORAR I APROXIMAR A L'ART EN 360 A PARTIR DE LES STEAM?

Sistema tarifari integrat




ÀMBIT: ART



DIRIGIT A: ALUMNES DE 1ER D'ESO D'UN IES D'ALTA COMPLEXITAT

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# A TOTA MÀQUINA !

00002  
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**ESPAI:** TELER RUTI (MUSEU DE L'HOSPITALET)

**REpte:** A PARTIR DEL TREBALL DE LES STEAM, COM POSEM EN VALOR, RECONSTRUÏM I DECONSTRUÏM EL TELER RUTI?

Sistema  
tarifari  
integrat




ÀMBIT:  
INDUSTRIALITZACIÓ



DIRIGIT A:  
ALUMNAT DE 3R I  
4RT D'ESO

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MUSEU de L'Hospitalet Trajecte STEAM

# ÉS NOTÍCIA !

00003 TÍTOL UNIPERSONAL

**ESPAI:** CASA ESPANYA (MUSEU DE L'HOSPITALET)

**REpte:** COM CREEM I ABORDEM UN PROJECTE DE RECUPERACIÓ DE MEMÒRIA HISTÒRICA AMB UN PROJECTE STEAM?

Sistema tarifari integrat



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DIRIGIT A: ALUMNAT DE 1ER I 2ON ESO

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# IMAGES THAT SPEAK TO US

**CHALLENGE:** HOW CAN WE EXPLORE AND APPROACH ART IN A STEAM WAY?

**OBJECT:** SANT ROC ALTARPIECE



THEMATIC AREA: ART



PUBLIC: 12-13 YEAR OLD STUDENTS FROM A HIGH COMPLEXITY CENTER.



MUSEU  
de L'Hospitalet





# FULL SPEED AHEAD!

**CHALLENGE:** HOW CAN WE ANALYZE, DECONSTRUCT AND REBUILD A RUTI TEXTILE LOOM THROUGH STEAM EDUCATION?

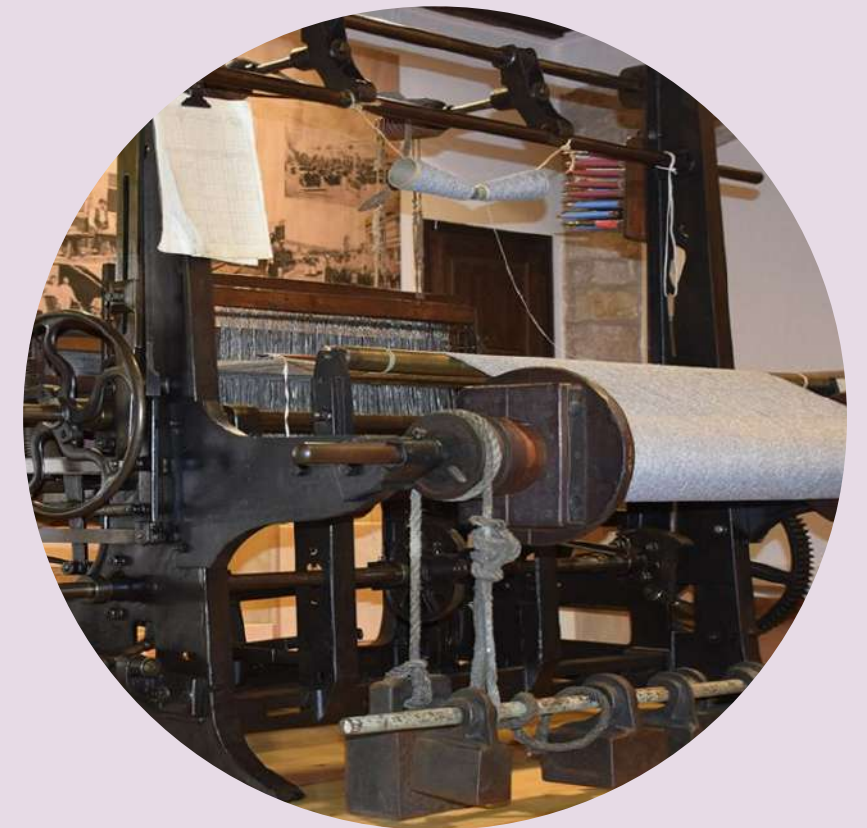
**OBJECT:** RUTI LOOM



THEMATIC AREA: INDUSTRIALIZATION



PUBLIC: 14-16 YEAR OLD STUDENTS



MUSEU  
de L'Hospitalet



# IT'S NEWS!

**REPTE:** HOW CAN WE CREATE A PROJECT THAT INVOLVES RECOVERY OF HISTORICAL MEMORY AND STEAM EDUCATION?

**OBJECT:** DUPLICATING MACHINE



THEMATIC AREA: HISTORICAL MEMORY



PUBLIC: 12-14 YEAR OLD STUDENTS



MUSEU  
de L'Hospitalet





# MEMBRES



Nom:  
 Museu:  
 Especialitat:

Escolliu mínim una opció de cada per desenvolupar el vostre projecte.

# PRETEXT

- ODS
- Dies internacionals
- Un altre

\_\_\_\_\_

# STEAM

- Ciència
- Tecnologia
- Enginyeria
- Art
- Matemàtiques

# METODOLOGIA

- Aprenentatge Basat en Projectes (ABP)
- Ciència ciutadana
- Design Thinking
- Flipped Classroom
- Aprenentatge Basat en Reptes
- Gamificació
- Thinkering
- Aprenentatge Servei
- Thinking Based Learning

# EQUIP



# TEAM

## MEMBERS



Name:

Museum:

Especialism:

Choose one or more options in each column to develop your project.

## PRETEXT

- ODS
- International Days
- Others:

\_\_\_\_\_

## STEAM

- Science
- Technology
- Engineering
- Arts
- Maths

## METHODOLOGY

- Project-based learning (PBL)
- Citizen science
- Design Thinking
- Flipped Classroom
- Challenge-based learning
- Gamification
- Thinkering
- Service Learning
- Thinking Based Learning



Què em preocupa i/o em treu la son?

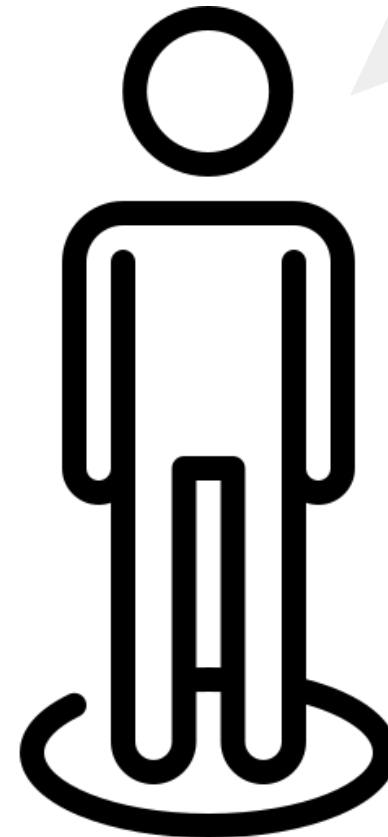
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Què veig i que escolto?

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Què faig i amb qui ho faig?

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Em dic \_\_\_\_\_  
Sóc de \_\_\_\_\_  
Tinc \_\_\_\_\_ anys i ara  
estic \_\_\_\_\_

Què m'agrada?

---

Què odio?

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# EMPATIA





# EMPATHY

**What is worrying me?**

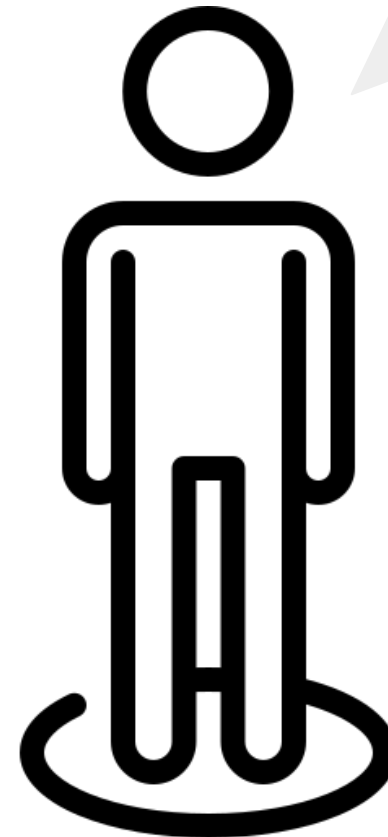
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**What do I see and listen?**

---

**What do I do? And what do I do with?**

---



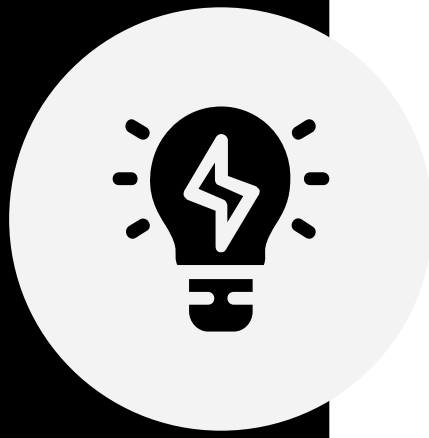
My name is  
I'm from  
I have    years old  
and right now I'm

**What do I like?**

---

**What do I hate?**

---



### **RONDA DE CREATIVITAT #1**

De forma individual, fes un "crazy eight", selecciona una de les vuit idees i escriu-la aquí.

### **RONDA DE CREATIVITAT #2**

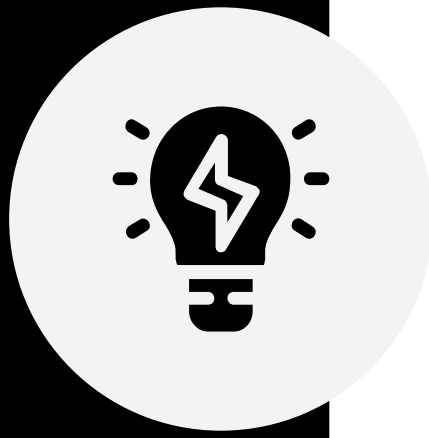
Poseu en comú les idees i aneu un pas més enllà millorant-les pensant en un personatge... com resoldria ell/ella el repte?

### **TOP 3**

Individualment voteu i seleccioneu les 3 finalistes.

### **IDEA GUANYADORA**

Decidiu en grup la idea guanyadora i reformuleu-la en cas de que sigui necessari



# IDEATION

## CREATIVITY ROUND #1

Individually, make a "crazy eight", choose one from the 8 ideas and write it down.

## CREATIVITY ROUND #2

Share the ideas and go one step further: Improve them by thinking of a character ... how would he / she solve the challenge?

## TOP 3

Individually, vote and choose the 3 finalist ideas.

## WINNER IDEA

As a group, choose the winner idea and, if it's needed, reformulate it.



# PROPOSTA DE VALOR

EL **PROJECTE**

Sota el pretext \_\_\_\_\_  
treballarem la/les STEAM \_\_\_\_\_ amb la metodologia  
\_\_\_\_\_ i farem una activitat que consisteix en  
\_\_\_\_\_  
i està dirigida a \_\_\_\_\_

## RECURSOS

## LIMITACIONS

EINES

CONEIXEMENTS  
/CAPACITATS

ESPAIS

PERSONES

FONTS DE  
FINANÇAMENT

# CANVAS



# VALUE PROPOSAL

## THE PROJECT

Following the excuse \_\_\_\_\_  
 we'll work the STEAM/s \_\_\_\_\_ with the  
 methodology \_\_\_\_\_ and we will do an activity that is  
 \_\_\_\_\_  
 and it is aimed at \_\_\_\_\_

## RESOURCES

## LIMITATIONS

TOOLS

KNOWLEDGE/  
CAPACITY

SPACES

PEOPLE

FINANCING

# CANVAS



# DIPLOMA

DIPLOMA IN APPLICATION OF THE STEAM EDUCATION  
TO MUSEUMS AND OTHER HERITAGE INSTITUTIONS

NAME:

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EXPERT IN "TRAJECTES STEAM"

*Museu de l'Hospitalet, May 5th 2022*

