

SENSE. Manifesto



The ideas from the SENSE. manifest have proven to be useful. They have been useful not only as a way of planning STEAM activities, but also as a way of looking back.

Choose one or two areas from the manifesto that you want feedback on. After the workshop or training session, ask yourself or your group if those points have been achieved. You can make this exchange easier by using the think-pair-share method.

Other STEAM educators have made a card game out of the manifesto. This is a different, more playful way of giving feedback using the senses.

SENSE. Manifesto

This framework can be used for reflecting and co-evaluating STEAM activities.

SENSE!

Encourage an open disposition to observe by engaging all the senses: What colours? What textures? What smells? What sounds can I/we perceive?
Provide opportunities for perceiving, describing and sharing:
What is happening?
What do others perceive on the whole sensory spectrum?

INVOLVE!

Recognize backgrounds and lived experiences of all. Offer different spaces for contributions with different degrees of involvement and spend time to share them to make the activity more valuable to everyone.
What do I/you bring to this experience?
What does this mean to me? And to you?

MAKE!

Introduce opportunities to observe and share experiences through creative manipulation and hands-on processes:
What does it show?
How does it change?
What does it do?

IMAGINE!

Come together to engage multiple logics and different ways of thinking:
What is this for you?
How does this work?
How could this work?
How did others feel about it? How can I change the space to create different ways of thinking and doing?

RELATE &CONNECT!

Stimulate drawing connections:
How does this relate with ... other things?'
What new ideas/ opportunities arise?

SET OFF TO FIND OUT!

Introduce a stimulus for an open and open-ended situation to be explored:
What matters to me?
What matters to us as a community?
What do I already know about this?
What would I like to know about it?
What do I want to start with?

DISCIPLINE SWITCH!

Encourage the integration of scientific, artistic, aesthetic, spatial, technological, social 'languages' for making sense of facts, phenomena, challenges.

COPRODUCE &ACT

Bring together learning and knowledge with the capacity to act individually and collectively on matters of common concern. Co-produce scientific evidence in joint research and learning processes; and on joint research within the learning process.

BE DIVERSE & INCLUSIVE!

All along the whole learning process, question yourself if you are leaving anyone aside. Revise language and activities to be inclusive. Avoid the exclusion of any collective or group. And favour the involvement of underserved groups and communities.

WORK WITH SPACE, PLACE AND TIME

Situate and connect question and activities in space and connect with the local context. Pay attention to the political dimensions of the space