

STEAM Training to Build Creativity and Innovation in Elementary School Children at SDN 1 Perampuan, West Lombok Regency

Abstract

This program focuses on STEAM (Science, Technology, Engineering, Arts, and Mathematics) training aimed at enhancing creativity and innovation among elementary school students at SDN 1 Perampuan in West Lombok Regency. In an era of rapid globalization, the need for creative and innovative thinking skills is paramount. Traditional education methods often fall short in preparing students for real-world challenges, leading to a lack of engagement and understanding of STEAM concepts among students.

This study identifies the limited understanding of STEAM among fourth-grade students, the barriers to implementing STEAM education, and the effectiveness of STEAM training in fostering creativity and innovation. The program aims to provide structured training and support, enabling students to explore and apply STEAM principles through interdisciplinary projects.

Additionally, the training encourages collaboration and communication skills, essential for future academic and professional success. The expected outcomes include increased comprehension of STEAM concepts, improved creativity and innovation, and positive student feedback on STEAM-based learning. The implementation of this program is anticipated to serve as a model for other schools in the region, contributing to the development of a generation equipped to tackle global challenges with adaptability, creativity, and innovation.

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