

## Learning situation 1 – Solving a problem collaboratively by STEAM approach

In a third-grade class, the teacher gives students a short group task. The task is to build a bridge using different construction materials (such as wooden blocks, LEGO, or paper) that allows a small toy car to roll across it. The teacher divides students into groups of four. Each group receives the same materials and has 45 minutes to plan and build their bridge together. The teacher encourages students to first discuss their ideas, try multiple solutions, and help each other if someone gets stuck. At the beginning of the activity, two students in one group immediately start building. A third student suggests ideas but does not get much opportunity to speak, while the fourth student quietly observes. The teacher notices the situation and approaches the group, asking: *“How could you work in a way that allows everyone to share their ideas?”* After a brief discussion, the students decide that everyone will first suggest an idea, and then they will jointly choose which one to try. They continue working and collaboratively attempt to make their bridge more stable. At the end of the activity, each group presents their bridge and tests whether the car can successfully cross it.

