

WORKSHOP: SCIENCE THEATER, EXPRESS YOUR IDEAS THROUGH PERFORMANCE**FACILITATORS: Menelaos Sotiriou, Lindsay Hetherington****DATE/TIME: Thursday 11 Nov. 11.15-12.30**

How can science education be combined with art and creativity? Which aspects of STE(A)M can foster innovation, entrepreneurship and communication skills? How can the learning/teaching process be a co-creation knowledge hub that addresses the needs of the future of education?

The main aim of this activity is the involvement of participants in order to develop and perform their own performance based on a scientific concept that is related to Future of the Cities. Over the last years efforts have been made to involve the audience (students, researchers, young people) to become co-creators of knowledge and to develop their own art activities. This motivates and encourages them to be involved and engaged and to better understand the respective scientific field. Moreover, this fosters an open learning environment where the audience becomes a co-creator of knowledge by proposing potential solutions and ideas addressing a societal issue, based on sound scientific foundation.

The workshop constitutes a hands-on demonstration of the Learning Science Through Theater initiative which has been successfully running at the national level in Greece for 7 years and has recently been spread to more than 5 additional EU countries. The workshop's structure is based on the four-phase open schooling approach (Feel – Imagine – Create – Share), according to which schools and educational communities act as co-creation knowledge hubs that propose solutions to societal issues, therefore linking education, research and real-life problems. It is also interlinked with the four phases of the Design Thinking process (Discover – Define – Develop – Deliver). Last but not least it follows the seven steps of the **Inquiry-Based Science Education model**, with specific steps allocated to each of the four phases, as demonstrated below.

Feel (Discover): Participants identify issues and challenges related to the theme. Participants observe problems and try to empathise with those who are affected and make a plan of action, based on scientific evidences.

Imagine (Define) Participants envision and develop creative solutions for cities in the age of the Anthropocene, plan how reach the maximum number of people, generate long-lasting change, and make a effective impact. They are encouraged to come to contact with external actors/experts, analyze data to support their ideas and they are proposing a series of solutions.

Create (Develop): Participants are using the means of theatre in order to develop a scientifically sound performance that would promote and demonstrate the ideas and/or solutions that they have come up with.

Share (Deliver): Participants perform their newly developed theatrical performance with the aim to promote their ideas addressing issues related to the Future of Cities in 2050. The also explore and plan outreach ways in order to share their stories with other stakeholders and publics in the community and local media.