

Title: C-STEAM Education and Technology-supported Collaborative Innovation

Abstract: C-STEAM is a typical kind of transdisciplinary education, with the goals of inheriting outstanding traditional culture and fostering learners' STEAM competency, which mainly has three potential core values: (1) the educational value of cultivating students' key competences; (2) the carrier value of inheriting traditional culture; (3) the social value of booming regional culture. In this presentation, the C-STEAM concept model and the related cases applied in primary and middle schools would be introduced (e.g., the Wooden Arch Bridge C-STEAM case, the Cantonese Slang C-STEAM case, the Dragon Boat C-STEAM case, the Ceramic Lights C-STEAM case, the P-CAR model, the Cultural Guangzhou C-STEAM case, etc.).