Call for Papers!





THE 8th INTERNATIONAL SYMPOSIUM ON SCIENCE FESTIVAL 2024

PROMOTING STEAM AND CULTURAL EDUCATION: LEARNING FROM THE PAST TO STRENGTHEN THE FUTURE WITH TRADITIONAL TOYS

(The Eighth International Symposium of ASEAN+3 on SDGs and Science Museums and Centers, as a part of the National Science and Technology Fair, Thailand 2024)



Submit your paper by 30 June 2024

PROMOTING STEAM AND CULTURAL EDUCATION: LEARNING FROM THE PAST TO STRENGTHEN THE FUTURE WITH TRADITIONAL TOYS



Introduction

Since 2017, the National Science Museum (NSM), Thailand, under the Ministry of Higher Education, Science, Research, and Innovation, has annually organized the International Symposium on Science Festival as a part of the National Science and Technology Fair (NST Fair), Thailand (the major annual science and technology fair of the nation). The program aims to create continuity and strengthen the network among science museums and centers, including relevant agencies at the international level. This year, to foster cross-cultural exchanges of knowledge and experience regarding promoting STEAM and cultural education of the young generation by using traditional toys, supporting the preservation of this knowledge by collecting and spreading the local wisdom knowledge in fostering children's development through playing with traditional toys, and creating opportunity for children and youth to play and make traditional toys to promote their own development. This year, NSM is organizing the 8th International Symposium on Science Festival 2024. The title is *Promoting STEAM and Cultural Education: Learning the Past to Strengthen the Future by Traditional Toys*.

Traditional Toys are classic toys that can offer great educational value, supporting young children to develop their potential in STEAM. Traditional toys are usually made of wood and are non-electronic. These toys also show the connection with local ways of life and culture. Traditional toys can be attractive tools to motivate players to learn by playing to develop their analytical thinking, problem-solving, communication, self-control, and learning about and understanding the local culture through fun play.

Promoting continuous learning with toys is important in many countries. Toys can be a way to develop inquiry-based and problem-solving skills, which is a basis for developing potential in science, technology, innovation, and 21st-century skills, including promoting STEAM learning for children and youth.

Many museums and learning centers have developed ideas for using local wisdom toys to promote the potential development of children and youth to be ready for the changing world. They can move to the future with confidence. Playing and learning about science according to their interest and appropriate age range can support children in promoting lifelong learning, inspiring them to have positive attitudes towards science, and possibly leading them to be scientists, researchers, or innovators for their future careers.

Therefore, if there is a collection of knowledge about toys and local wisdom from many countries, it would be beneficial to distribute it to agencies or interested persons, especially teachers or those responsible for transferring knowledge to use these local wisdom toys for promoting the learning development of children and youth. It will help disseminate knowledge and support learning and understanding of the diversity of different cultures. Moreover, preserving such knowledge remains sustainable. It also promotes the creation of networking in collaboration for using and conserving local wisdom and traditional toys for promoting children and youth development, including the creation of opportunities for children and youth from many countries to play and learn with fun through toys with local wisdom thoroughly.

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Hence, the chosen theme of the International Symposium on Science Festival 2024 is "Promoting STEAM and Cultural Education: Learning the Past to Strengthen the Future by Traditional Toys." This is to stimulate curators, educators, and staff of museums and lifelong learning centers to share and exchange their knowledge and experiences to promote STEAM and Cultural Education for children and youth in the regional level to understand the differences and diversities and promote education for all. Preservation and distribution of this wisdom knowledge can support the development of children and youth by playing with traditional toys to learn from the past for growing up in the future. This event is open for representatives from museums and lifelong learning centers to share their knowledge and experiences on using traditional toys and local wisdom to support activities and curricula to promote the young generation.

Objectives

- 1) To encourage the exchange and collection of knowledge and experiences about using traditional toys to support the development of the STEAM potential of youths at the regional level
- 2) To support the activities development for promoting STEAM and cultural education for the young generation at the regional level by using traditional toys
- 3) To reinforce the creation of a network for promoting collaboration between various science museums, centers, and relevant agencies to support STEAM and cultural education and conservation of traditional wisdom by using traditional toys

Speakers and Audiences

Speakers

- We will select four to five speakers (keynote and special speakers) to share their perspectives and experiences relevant to the meaning of traditional toys and local wisdom for promoting STEAM and Cultural Education for children and youth to understand in the differences and diversities and promote education for all. Additionally, sharing experiences and ideas for preservation and distribution of this wisdom knowledge to support children and youth development to learn about the past for growing up in the future by using traditional toys.
- In the panel session, five proposals from ASEAN plus three member states and countries will be selected to share their works and experiences on their response to promote STEAM and cultural education for children and youth by using traditional toys and local wisdom. Additionally, they can also share experiences and ideas for preservation and distribution of this wisdom knowledge.

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Audiences

The intended audience of the symposium includes curators, science communicators, educators, policymakers, teachers, toy makers, students, and the public.

Date and Venue

- Event date: 21 August 2024
- Venue: IMPACT Exhibition and Convention Center, Nonthaburi, Thailand. As a part of the National Science and Technology Fair, Thailand 2024 Options for online attendance are available.

Preliminary Program

This preliminary program is to assist all participants in planning their participation. The symposium this year will be held at the IMPACT Exhibition and Convention Center, Thailand, and broadcast online on the Facebook fan page of NSM Thailand. The time zone of the virtual symposium is GMT + 7 (Bangkok).

Morning Session

09.30 - 10.00 hrs.

Opening remarks

- Welcoming and opening remarks by the President of National Science Museum, Thailand
 - Overview of the Symposium on Science Festival 2024 by the Vice President of National Science Museum, Thailand

10.00 - 10.45 hrs.

Keynote speakers

• The Meaning of Promoting STEAM and Cultural Education to understand the differences and diversities, and the importance of local wisdom and traditional toys for the development of the young generation.

11.00 - 12.00 hrs.

Special speakers

- How museums and curators promote STEAM and Cultural Education for all and promote the conservation and distribution of local wisdom and traditional toys for promote the development of the young generation.
- How museums and lifelong learning centers collaborate with other partners to promote STEAM and Cultural Education for all and promote the conservation and distribution of local wisdom and traditional toys for promote the development of young generations.

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• How museums and lifelong learning centers inspire public awareness in the conservation and distribution of local wisdom and traditional toys to promote the development of young generations.

12.00 – 13.00 hrs. Lunch Break

Afternoon Session

13.00 - 15.30 hrs.

Panel presentation and discussion

Sharing session: "Promoting STEAM and Cultural Education: Learning from the Past to Strengthen the Future by Traditional Toys"

Presentation – 2 hours 30 mins

- 5 speakers will be selected from the proposal submission.
- Each speaker will prepare a 20-minute presentation to share their experiences.
- Discussion/ Q&A ---- to inspire and exchange ideas with others (e.g., curators, educators, and the public)

15.30 – 16.00 hrs.

Closing remarks

***The full program with more details will be announced in the next circular. ***

Please note that, due to unforeseen circumstances, some programs may be subject to change. In these events, all delegates will be notified in advance. Additionally, the program will be conducted in English only.

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Call for Papers!

Join us to promote STEAM and cultural education for young generations by using traditional toys as learning resources!

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"PROMOTING STEAM AND CULTURAL EDUCATION: LEARNING FROM THE PAST TO STRENGTHEN THE FUTURE WITH TRADITIONAL TOYS"

Theme

In this year, the International Symposium, titled "Promoting STEAM and Cultural Education: Learning from the Past to Strengthen the Future with Traditional Toys" focuses on promoting STEAM and Cultural Education for children and youth in the regional level to understand in the differences and diversities and promote education for all, and supporting conservation and distribution of this wisdom knowledge to support children and youth development by playing with traditional toys to learn from the past for growing up in the future.

The candidates' proposals will be selected based on three areas:

- How museums and curators respond to promote STEAM and Cultural Education for all and promote the conservation and distribution of local wisdom and traditional toys for promote the young generation development.
- How museums and lifelong learning centers collaborate with other partners to promote STEAM and Cultural Education for all and promote the conservation and distribution of local wisdom and traditional toys for promote the young generation development.
- How museums and lifelong learning centers inspire the public to aware in the conservation and distribution of local wisdom and traditional toys to promote the development of the young generation.

Applicants

Curators, science communicators, designers, or educators who work in museums or lifelong learning centers and have experience in promoting STEAM and Cultural Education based on playing & learning through traditional toys.

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Submit Your Paper!

1. Submit 2–5 pages (including photos) of an English written report, article, or summary of the projects illustrating approaches that museums and learning centers have taken to promote STEAM and Cultural Education based on playing & learning through traditional toys. Please find more information and the papers submission form via the following link:

https://drive.google.com/drive/folders/1Y0E4LkFwZJlzlHNHv-B-hReuFTozMzhc?usp=sharing

What should be included in your proposal:

- o Title of your project
- Abstract/description of the project
- The concept and objectives of the project focusing on how museums and learning centers promote STEAM and Cultural Education based on playing & learning by using traditional toys.
- o Project: research methods and/or platforms used in the project
- o Key/pilot results
- o Barriers/concerns to the project and/or support needed.
- Suggestions for future projects
- o References
- 2. Submit your paper submission form via this link: https://forms.gle/eoGEpYCwaHtZosJa6 by 30 June 2024, 11.59 PM (Bangkok Time).
- 3. The submitted papers will be selected to be presented in the international symposium's panel presentation and discussion session. The selected papers will be announced on 5 July 2024. Owners of the selected papers will receive a confirmation letter via email.
- 4. Owners of the selected papers will be asked to prepare a 20-minute presentation to present in the panel presentation and discussion session. Please note that all presentations will be presented in English only.
- 5. Other submitted projects will be selected by the symposium committees to publish in the Symposium on Science Festival 2024 proceedings.

Please note that the information you include in your submission will be used for the review process to help organize the symposium and promote your session. As part of the online submission process, you will be asked to provide some descriptions regarding your paper to help our staff develop the conference program to inform attendees effectively.

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For more information, please contact

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