

# Muinín Catalyst Sustainable STEAM Newsletter

June 2023



## Welcome to our Summer newsletter!

We have been busy this term completing project stages, preparing for Sept, 2023, engaging our external experts and working on our new platform.

In this issue we introduce our new Passion to Purpose module, the core module in our Future of Innovation and Enterprise programme. We also share scenes from our intensive build sprint from our TY's health and well-being trail nodes, which will see ground-breaking on the physical trail over the summer. Our Virtual Reality platform co-design sprint took place in May, giving us a solid foundation from which to develop the next stages, which we introduce in our introduction to Biophilia for Immersive learning.

To find out more about the programme and how to access the resources, please visit our [Resources page](#).

### Developing a Learning Platform using Biophilic Design Principles

Biophilia, the passionate love of life and of all that is alive. (Fromm, 1973) refers to Fromm's hypothesis that humans have an innate connection with nature.

[Read](#)

### From Passion to Purpose

Social emotional learning (SEL) enables participants to develop the skills to manage their emotions, achieve individual and group goals, build positive relationships and make informed decisions.

[Read](#)

### Coláiste na Scelige Health and Well-being Trail Update

As we come to the end of the academic year, our [Transition Year](#) learners at [Coláiste na Scelige](#) have been busy working on their nodes for the 1KM Health and Well-being trail.

[Read](#)

### Virtual Reality Immersive learning Co-design Sprint

In May we ran a three-day sprint with 20 young people age 16-19 to begin exploring the challenge of designing virtual reality immersive learning environments.

[Read](#)



## DEVELOPING A LEARNING PLATFORM USING BIOPHILIC DESIGN PRINCIPLES

Biophilia, the passionate love of life and of all that is alive. (Fromm, 1973) refers to Fromm's hypothesis that humans have an innate connection with nature. For the last two decades biophilic design, which builds on the concept of biophilia, has been increasingly promoted within architecture and the built environment.

To find out how we are using biophilic design for our Immersive Learning platform. [Read More](#)

## FROM PASSION TO PURPOSE; HOW PASSION AND SOCIAL EMOTIONAL LEARNING SPARKS FUTURE-READY LEARNERS

Social emotional learning (SEL) enables participants to develop the skills to manage their emotions, achieve individual and group goals, build positive relationships and make informed decisions. As a broad overview, it covers the following key themes:

- Self-awareness
- Self-management
- Social awareness
- Relationships
- Decision making

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## Latest News

- External Expertise working on new units for MCSS: [Dr.Cathy Fitzgerald](#) [Dr.Rodrigo Pérez García](#), [Bianca Peel](#), [Lara Hanlon](#) and [Dr.Tara Baath Mooney](#).
- Featured Monthly Resource - We launched our featured monthly resource in April. Check out our June featured resource [Ocean Literacy - Ocean Pollution](#) and visit the archive to see more.
- [Irish Schools Sustainability Network](#) Our resources were used in this fun-filled day as a hands on way to explore empathy and creative problem solving.
- [Recruitment for 2023](#) - Click the link to find out more about our upcoming FREE resources and how to register
- [Sustaining, knowing and living the Blue](#) conference, June 2023 Trondheim, Norway



# COLÁISTE NA SCELIGE HEALTH AND WELL-BEING TRAIL UPDATE

As we come to the end of the academic year, our Transition Year learners at Coláiste na Scelige have been busy working on their nodes for the 1KM Health and Well-being trail. Read our previous blog about their work done before March.

Our four groups gave detailed Pecha Kucha presentations about their designs. A Pecha Kucha, a Japanese word for 'chit-chat', is a presentation style where learners must create 20 slides where they speak about each slide for 20 seconds (total 6-minute and 40-second presentations).

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- 1. Pitches
- 2. Wild areas
- 3. Around the gas tanks
- 4. Around the tower structure
- 5. Outside staff room
- 6. Front of school - potential trail entrance
- 7. Cillín
- 8. Near canteen
- 9. Edges / boundaries e.g. beside Mannix lane or pitches or over by the tree line
- 10. Under used spaces



# VIRTUAL REALITY YOUTH CO-DESIGN SPRINT

As part of our programmes we develop Design Sprints focused around a driving question. Design Sprints enable learners to explore ideas, follow their interests and learn skills that can be hard to teach in mainstream education. We also develop these sprints as work experience opportunities around design challenges. In May we ran a three-day sprint with 15 young people age 16-19 to begin exploring the challenge of designing virtual reality immersive learning environments.

[Read More](#)

## In our next issue

Subscribe to our newsletters and media channels to see exciting content and developments. In our next newsletter we will have updates on:

- First Lego League collaboration with Foroige
- Co-Design W/E interview on VR sprint
- Our STEAM summer camp
- Re-launch of our resources website, new programme updates and external expert interview series



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Tooling up education for the 21c

