IP TR1X

Your Gateway to Global STEM Innovation

14 - 16 NOVEMBER 2025

Mines International Exhibition & Convention Centre (MIECC)

CONFERENCE AGENDA – FRIDAY, 14 NOVEMBER 2025

Innovative Teaching & Learning Strategies

10.00 am	**Welcome Remarks**
10.15 am	**Presentation 1: Making STEAM Fun: Engaging Young Minds through Hands-on Learning** Discover how simple tools, classroom makerspaces, and low-cost materials can turn abstract concepts into exciting explorations. Whether you're new to STEAM or looking to revitalize your teaching strategies, this session offers actionable ideas, examples, and resources to transform your classroom into a dynamic, discovery-driven learning environment.
10.45 am	**Presentation 2: Inquiry-Based and Project-Based Learning in the STEAM Classroom** Explore frameworks for designing inquiry-led lessons and long-term projects that align with curriculum outcomes while fostering deep engagement. Real classroom examples, assessment strategies, and tips for managing group work will be shared, empowering educators to move beyond rote learning and cultivate active, problem-solving mindsets among students.
11:15 am	**Presentation 3: Integrating Coding and Robotics in Primary Education** Explore how educators can seamlessly integrate coding and robotics into everyday classroom learning—even without a technical background. From unplugged coding activities to beginner-friendly programming tools and simple robots, participants will discover age-appropriate strategies and resources that spark curiosity and engagement in young learners. The session also highlights how these technologies can be used to reinforce core subjects like math and science, encourage teamwork, and build resilience through trial and error. Join us to learn how coding and robotics can empower students to become not just tech users—but tech creators.
11:45 am	**Lunch**
02:00 pm	**Presentation 4: Teaching STEM Through Play: Early Childhood Approaches** Explore how play-based approaches can introduce foundational STEM concepts to young learners in meaningful and developmentally appropriate ways. Through guided exploration, storytelling, sensory play, and simple experiments, children can begin to understand patterns, cause and effect, measurement, and problem-solving. Educators will gain insights into designing playful STEM activities that nurture curiosity, creativity, and critical thinking in preschool and lower primary settings. With practical examples and low-cost materials, this session highlights how STEM learning can emerge naturally through the joy of play – laying the groundwork for confident and capable future innovators.

2:30pm	**Presentation 5: Gamifying STEM Education: Tools and Techniques** Address how to design gamified lessons with clear learning objectives, inclusive participation, and meaningful assessment. Whether you're new to gamification or looking to level up your approach, this session offers practical techniques to make STEM learning more playful, purposeful, and impactful.
3:00 pm	**Presentation 6: Student-Led Learning in STEAM: Encouraging Ownership and Initiative** Empower students to take the lead in their learning journey fosters deeper engagement, critical thinking, and a sense of responsibility—especially in STEAM education. Gain practical strategies for scaffolding independence while aligning with curriculum goals, managing group dynamics, and providing meaningful guidance. Learn how shifting the spotlight to students can unlock their full potential as innovators, thinkers, and future STEAM leaders.
3:30 pm	**Presentation 7: Personalized STEAM Learning: Adaptive Technology and Differentiated Instruction** Learn how to leverage digital tools, learning analytics, and flexible teaching methods to tailor content, pace, and support for each learner. From customizing math pathways to offering choice in science projects, this session provides practical strategies to increase engagement, close learning gaps, and help all students thrive. Discover how personalization isn't just about technology—it's about creating more inclusive, student-centered STEAM experiences.
4:00 pm	**End of Day 1 Conference**

CONFERENCE AGENDA – SATURDAY, 15 NOVEMBER 2025

Community & Industry Engagement

10.00 am	**Arrival of Guests**
10.15 am	**Arrival of VVIPs**
10.30 am	**Welcome Remarks**
10.40 am	**Opening Remarks**
10.45 am	**Launching Ceremony**
10.55 am	**Presentation of Souvenir to the Guest of Honour, Main Sponsors and Photo Sessions**
11.05 am	**Visit to the Exhibition Area**
11.30 am	**Press Conference**

11:40 am	**Lunch**
02:00 pm	**Presentation 1: Engaging Parents in their Child's STEAM Journey** Address how to equip parents—regardless of their own STEAM background—with the knowledge, tools, and encouragement they need to nurture curiosity, problem-solving, and a growth mindset in their children. Engaging parents isn't just support—it's a partnership in building future-ready learners.
02:30 pm	**Presentation 2: School-Industry Partnerships to Bring STEAM to Life** Learn how to initiate, structure, and sustain partnerships that benefit students, teachers, and organizations alike—turning theory into practice and classrooms into launchpads for future STEAM talent.
03:00 pm	**Presentation 3: Co-Teaching and Interdisciplinary Collaboration in STEAM Subjects** Explore how co-teaching and interdisciplinary collaboration can break down subject silos and create richer, more integrated learning experiences. By bringing together teachers from different disciplines—such as science and math, or technology and design—students gain a deeper understanding of how concepts intersect and apply beyond the textbook.
03:30 pm	**Presentation 4: From STEM to STEAM: Integrating the Arts into STEM Learning** Explore how integrating visual arts, music, drama, and design into science, technology, engineering, and mathematics can enhance student engagement, imagination, and problem-solving abilities. Participants will discover how artistic thinking complements analytical thinking, with practical examples of STEAM projects, lesson ideas, and classroom strategies. Whether it's designing prototypes, storytelling in science, or using music to explore patterns in math, this session offers tools to help educators create dynamic, well-rounded learning experiences that prepare students to think and work like true innovators.
04:00 pm	**End of Day 2 Conference**

CONFERENCE AGENDA – SUNDAY, 16 NOVEMBER 2025

Real-World Applications & 21st Century Skills

10.00 am	**Welcome Remarks**
10.15 am	**Presentation 1: The Future of STEM Education in a Digital Age** Explore emerging trends, tools, and pedagogical shifts shaping the future of STEAM teaching and learning. From artificial intelligence, data literacy, and digital citizenship to virtual labs and global collaboration platforms, educators will gain insight into how to future-proof their classrooms. The discussion will also cover how to cultivate essential skills such as adaptability, creativity, and ethical problem-solving in a tech-driven society. Join us to discover how schools can embrace innovation while ensuring that STEAM education remains inclusive, relevant, and impactful in the digital age.

10:45 am	**Presentation 2: Preparing the Workforce of Tomorrow through STEAM** Explore how STEAM fosters essential 21st-century skills such as critical thinking, communication, design, and innovation, which are increasingly valued across industries. Real-world examples and school-to-career connections will illustrate how STEAM learning can inspire students to pursue diverse pathways in technology, science, engineering, and the creative economy. Join us to explore how STEAM education bridges the gap between classroom learning and the future world of work.
11:15 am	**Presentation 3: Global Trends and Innovations in STEAM Pedagogy** From interdisciplinary project-based learning and digital maker spaces to culturally responsive teaching and AI-assisted instruction, gain insights into how educators around the world are reimagining STEAM education. Learn how these approaches foster creativity, collaboration, and real-world problem-solving—and how they can be adapted to local classrooms to inspire the next generation of global thinkers and innovators.
11:45 am	**Lunch**
02:00 pm	**Presentation 4: Future-Proofing the STEAM Curriculum: Aligning with Industry 4.0 and Beyond** Examine key skill areas such as data literacy, computational thinking, design innovation, and digital collaboration, along with strategies to integrate them into teaching and learning. The session also highlights how partnerships with industry, real-world problem solving, and interdisciplinary learning can ensure students develop both technical capabilities and the human-centered skills needed to thrive in the innovation economy.
02:30 pm	**Presentation 5: Cultivating Creativity, Collaboration, and Critical Thinking** Discover classroom strategies, project-based approaches, and assessment methods that encourage students to think outside the box, work effectively in teams, and approach challenges with a thoughtful, analytical mindset. By embedding these skills into STEAM lessons, educators can help students become not only knowledgeable, but also inventive, resilient, and future-ready.
03:00 pm	**Presentation 6: Communication and Presentation Skills for Future Innovators** This session offers practical tools to help students become not just problem-solvers, but compelling communicators and leaders of the future.

03:30 pm	Presentation 7: Building Entrepreneurial Mindsets in STEAM Learners Explore how STEAM education can nurture curiosity, resilience, creativity, and a willingness to take risks—qualities essential for innovation and entrepreneurship. Educators will discover practical strategies to embed design thinking, problem-based learning, and real-world challenges into the classroom, encouraging students to identify opportunities, develop solutions, and pitch their ideas. By cultivating initiative and a growth mindset, this approach empowers students to think like entrepreneurs—whether they choose to launch a startup, lead a project, or drive change in their communities.
04:00 pm	**End of Conference**