



Muinín Catalyst Sustainable STEAM (MCSS) Frequently Asked Questions

1. What is the Muinín Catalyst Sustainable STEAM (MCSS) project?

The MCSS project is a transdisciplinary educational initiative in Ireland that aims to equip educators and young people with the knowledge, skills, and emotional resilience necessary to navigate an uncertain future marked by the climate crisis. It utilises place-based, Sustainable STEAM (Science, Technology, Engineering, Art, and Mathematics) pedagogical practices to augment the Irish Senior Cycle (4th-6th Year) curriculum, specifically within Transition Year (TY).

2. Why is the MCSS project focused on Transition Year students?

Transition Year presents a unique opportunity to bridge the gap between the exam-focused Junior and Leaving Certificate cycles. It allows for the integration of experiential learning, skills development, and exploration of real-world issues like climate change and sustainability, which are often limited within the traditional curriculum.

3. How does the MCSS project address the need for Education for Adaptation?

Recognising the interconnectedness of environmental, social, and economic systems, MCSS goes beyond traditional "Education for Sustainable Development" and focuses on "Education for Adaptation". It emphasises developing Futures Literacies, which means learning how to think about and prepare for the future. It helps you imagine different possibilities, solve problems, and make good choices in a changing world.

4. What types of resources and activities does the MCSS project offer?

MCSS provides a series of 10 place-based STEAM programmes consisting of lesson plans and activity sheets, all aligned with the Sustainable Development Goals (SDGs). These resources incorporate challenge-based and solution-focused learning, design thinking methodologies, and blended learning approaches to engage learners in a dynamic and interactive manner. There are currently over 800 lesson plans and activity sheets available on the platform.

Findings and Recommendations for Improvement

5. How does MCSS approach content development and collaboration?

MCSS uses an iterative process to develop content, working with STEAM experts and teachers. The team collaborates with outside experts to make sure the resources are educationally effective, suitable for students' ages, and meet the needs of both learners and teachers. This helps include the latest knowledge and different viewpoints in the materials.



6. What are some of the key achievements and impacts of the MCSS project?

Despite challenges with teacher engagement within a time-constrained system, MCSS has achieved significant successes. These include:

- Creating a complete teaching method for Sustainable STEAM education.
- Delivering programmes and workshops to hundreds of learners across various schools and regions.
- Creating engaging and accessible resources that are adaptable to diverse learning environments.
- Fostering collaboration and knowledge exchange between post-primary and third-level education institutions.
- Gaining recognition and awards for its innovative approach to education, including a HundrED Global Collection shortlist.

7. What are the future goals and directions for the MCSS project?

MCSS aims to:

- Expand its reach beyond Transition Year to other year groups, fostering continuous engagement with sustainability and STEAM education.
- Collaborate with organisations like Youthreach and Foróige to broaden access and participation.
- Develop a comprehensive Learning Management System (LMS) to facilitate personalised learning pathways.
- Continue to refine and expand its resource offerings based on feedback and emerging needs.

8. How can educators and stakeholders get involved with the MCSS project?

Educators can visit the MCSS website to access resources, sign up for the mailing list, and learn about upcoming events and professional development opportunities. The project team welcomes collaboration and partnerships with individuals and organisations committed to advancing sustainability and innovation in education.

Findings and Recommendations for Improvement

This report outlines key insights.