

# EVALUATING EDUCATIONAL INNOVATION: INSIGHTS FROM INTEGRATIVE STEAM PROJECTS IN JORDAN

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## STUDY Aim

TO EVALUATE THESE  
PROJECTS AND INFORM  
FUTURE DESIGN, TEACHER  
TRAINING, AND PRACTICE  
EVOLUTION IN JORDAN.

## INTRODUCTION & CONTEXT

- The Drive for Innovation: Education continually seeks innovative practices to foster dynamic learning.
- Jordan's Commitment: Highlighted by the 2024 Best Educational Practices Competition, led by the Innovation Association for Creativity Development.
- Focus: Integrative Educational Projects utilizing STEAM Project-Based Learning (PBL).
  - STEAM PBL: Interdisciplinary (Science, Technology, Engineering, Arts, Math) approach connecting learning to real-world problems.

## METHODOLOGY

### DESIGN

Descriptive-analytical research

### SAMPLE

28 exemplary educational projects from  
public, private, and UNRWA sectors.

### SELECTED VIA:

Advancement to the final stage of the 2023  
and 2024 Best Educational Practices  
Competition (Purposive Sampling).

**Instrument: Project Evaluation Tool.**

**Scale:**

5-point Likert scale (1= Minimal, 5= Exceptional Achievement).

**EVALUATORS:**  
PANEL OF 4 INDEPENDENT  
EVALUATORS.

**STRUCTURE:**  
ASSESSED 28 ATTRIBUTES  
ACROSS 20 ITEMS.

## DOMAINS

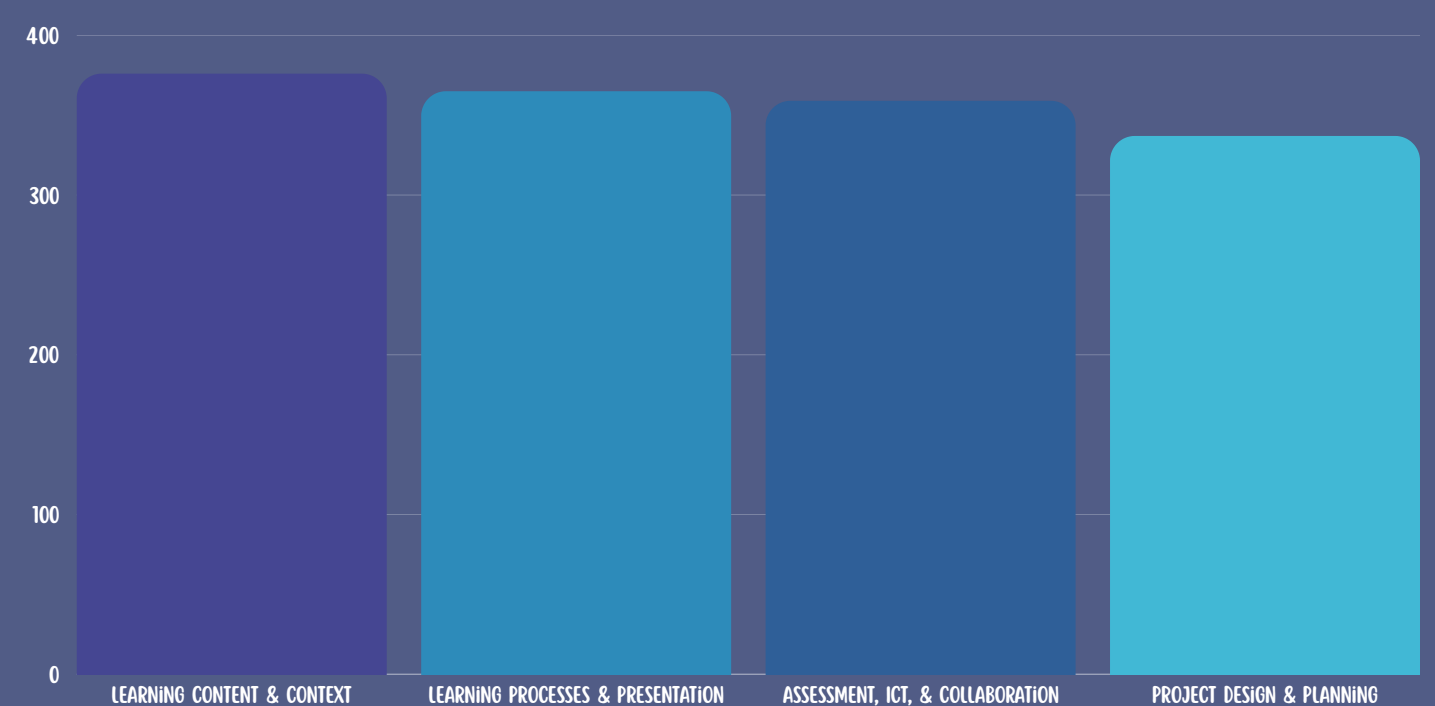
- Project Design & Planning
- Learning Content & Context
- Learning Processes & Presentation
- Assessment, ICT, & Collaboration

## RESULTS

### KEY FINDINGS

Overall Project Quality: Average Score:  
70.75 / 100 (Good overall quality).

### DOMAIN-SPECIFIC ACHIEVEMENT:



## Conclusion

- Projects demonstrate commendable achievement, particularly in content and learning processes.
- Critical opportunities exist to strengthen foundational pedagogical design, innovation, and theme relevance.
- Consistency in 21st-century skill development and ICT integration needs improvement.