

# STEAM-PJBL EFFECTIVENESS ON 6C 21ST-CENTURY SKILLS IMPROVEMENT IN BILINGUAL EDUCATIONAL PROGRAM

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Abstract: The study uncovered the effectiveness of project-based learning activities using STEAM (Science, Technology, Engineering, Arts, and Mathematics) in ESL (English as a Second Language) environments that are operating under bilingual educational programs. The primary finding of this study is to examine its effects on the acquisition of 21st-century skills based on the 6C model (Communication, Collaboration, Critical Thinking, Creativity, Citizenship, and Character). In addition, this STEAM-PjBL initiative is also regarded as the turning point in implementing the Content and Language Integrated Learning (CLIL) approach in the school. Although previous studies reported positive results in the development of 2C or 4C skills with the integration of STEAM-PjBL and CLIL, the present study tries to provide a more comprehensive explanation by examining the growth of all six dimensions of 6C skills at the same time. Pre-tests, STEAM-PjBL application, final project presentations, and post-tests constituted the eight weeks of activities undertaken by 160 seventh-grade students from a public school. After six weeks of intervention, the results showed an upward trend towards improvement, as 45% of students were able to progress in all six 6C competencies, 30% showing wide progress in five of the six, 15% showing progress in four, and just 10% showing slight improvement in three. According to this research, the integration of STEAM-PjBL in ESL instruction can not only improve the students' English language skills but also provide them with 21st-century skills, especially in CLIL instruction.

Keywords: STEAM-PjBL; ESL; 6C skills; 21st-Century Skills; Bilingual Education; CLIL

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# **INTRODUCTION**

Pedagogical approaches that prepare pupils to handle the complex skills necessary for survival in the twenty-first century are demanded by the changing educational landscape. These crucial abilities include the 6Cs (Communication, Teamwork, Critical Thinking, Creativity, Citizenship, and Character). These are increasingly recognized as necessary for academic achievement, professional readiness, and full participation in a society that is becoming more interconnected by the day. (Schlechty, 2009) (Teo, 2019) While theoretical models highlight the interrelationship of second language acquisition and the development of these higher-level skills, there has been a noticeable gap identified in empirical research that comprehensively examines the simultaneous impact of



integrated instructional models on all six dimensions of the 6C framework, particularly in the context of English as a Second Language (ESL) learning under bilingual school programs. This theoretical void increases the need for such research that delves into the rich intersection between innovative pedagogical approaches and the holistic development of these vital 21st-century competencies in language learners. (Spolsky & Hult, 2008) (Varas, Santana, Nussbaum, Claro, & Imbarrack, 2023) (Tan, Choo, Kang, & Liem, 2017)

Additionally, the fusion of Science, Technology, Engineering, Arts, and Mathematics (STEAM) with Project-Based Learning (PjBL) is especially with potential for the development of these competencies through experiential and substantial learning experiences. The interdisciplinarity of STEAM also naturally tends to encourage critical thinking and problem-solving, and PjBL provides a collaborative platform for the communication and enactment of innovative solutions. Although theoretical foundations suggest great potential for the convergence of STEAM-PjBL and the nurturing of 21st-century skills, actual mechanisms by which this convergence impacts the whole spectrum of the 6C model within bilingual English as a Second Language (ESL) settings are not explored in depth. This theoretical lacuna in our understanding necessitates empirical research to clarify the particular manner in which STEAM-PjBL can develop the integrated formation of these crucial competencies in language learners within bilingual education. (Imamyartha, et al., 2024) (Kuo, 2024) (Mohsen, Khalil, AlZahrani, Awaji, & Abdullah, 2025)

The previous research has explored the impact and joint impact of STEAM and PjBL on student learning from various perspectives as follows.

No.	Author(s) and Year	Title	Key Findings	Journal
1	(Zayyinah,	STEAM-	STEAM-integrated Project-	Advances in
	Erman,	Integrated Project	Based Learning (PjBL)	Social
	Supardi,	Based Learning	significantly improves a numb	Science,
	Hariyono, &	Models:	of 21st-century abilities,	Education
	Prahani,	Alternative to	encouraging further research	and
	2022)	Improve 21st	into its deployment during the	Humanities
		Century Skills	Covid-19 pandemic by	Research
			development suitable online	
			learning materials.	
2	(De La Cal,	Co-teaching	Pre-service English as a	Porta
	Ortiz-Revilla,	among English	Foreign Language (EFL)	Linguarum
	Alonso-	pre-service	teachers' pedagogical	
	Centeno, &	teachers for	competencies in creating	
	Greca, 2023)	integrated	integrated STEAM+CLIL	
		STEAM+CLIL	didactic units were	
		education	significantly upgraded by a	
			co-teaching program, and	
			their perceived confidence	

Table 1. Impact and Joint Impact of STEAM and PjBL



			in their ability to teach EFL	
			using CLIL also increased.	
3	(Sulaiman &	21st Century	The Project-Based	Jurnal
	Mansyur,	Learning Model	acquisition (PjBL)	Sinestesia
	2023)	Integrated to 6C	approach, which was used	
	,	to Increase	in Cycle 2, revealed the	
		Students'	highest level of student	
		Engagement in	behavioral and emotional	
		English Subject:	involvement in English	
		Lesson Study	language acquisition among	
		based Classroom	class VII junior high school	
		Action Research	students.	
4	(Imamyartha,	STEAM	STEAM pedagogy, as	Indonesian
	et al., 2024)	pedagogy in	implemented through the	Journal of
		foreign language	6Es framework (engage,	Applied
		education: An	explore, explain, engineer,	Linguistics
		endeavour to	enrich, and evaluate),	
		broaden CLIL	effectively addresses CLIL	
		pedagogy through	teaching dilemmas by	
		6E's framework	providing critical	
			frameworks for discipline-	
			specific literacies through	
			scientific inquiry, resulting	
			in intensive	
			multidimensional learning,	
			positive academic emotions,	
			and positive attitudes among	
			Indonesian EFL learners.	
5	(R, Iskandar,	Teachers'	Most English teachers at	The 2nd
	& Halim,	Implementation	SMP UNISMUH Makassar	International
	2024)	Strategies of 21st	comprehend and apply 21st-	Conference
		Century Skills in	century skills well, except	on
		Teaching English	"Citizenship," which is not	Language
		at SMP	successfully applied due to	Teaching
		UNISMUH	teacher misunderstanding.	2024
		Makassar		

Project-Based Learning (PjBL) improves communication, collaboration, and critical thinking, while STEAM education improves the motivation of learners and a variety of thinking abilities. PjBL further improves language skills and the use of functional language in ESL. Through analysis of the impact of STEAM-PjBL on the 6C model of 21st-century skills within a bilingual ESL setting, this research fills important gaps in previous research. It will measure the effect of this intervention on seventh-grade students' communication, collaboration, critical thinking, creativity, citizenship, and character. Furthermore, it will measure STEAM-PjBL as a CLIL pedagogical method, by investigating its capacity to learn language and subject matter simultaneously alongside



the necessary 21st-century skills area that has not been rigorously explored for the full 6C model in multilingual ESL contexts so far.

This research hypothesizes that the integration of STEAM into Project-Based Learning in a bilingual ESL classroom will measurably and significantly enhance all six aspects of the 21st-century skills Model (Communication, Teamwork, Critical Thinking, and Creativity, Citizenship, Character). The general hypothesis of this working hypothesis is the proposition that the interdisciplinary studies of STEAM and the active and social constructivist nature of PjBL support an idealistic environment for learning. This allows the students to create and apply these skills in real contexts at the same time as building their English language competence through Content and Language Integrated Learning (CLIL).

# METHOD

The research method was Action Research (AR), which takes collaborative action, incorporates students' active participation in STEAM-PjBL learning, and allows the researcher to adjust research variables according to the learning responses and needs. (Ari & Ciftci, 2022) The study was conducted during the even semester at a public school in Madiun, where English is the Second Language in the bilingual educational program. There were pre-tests, STEAM-PjBL application, final project presentations, and posttests that constituted the 8 weeks of activities undertaken by 160 seventh-grade students in 5 classes (A-E) as follows.

#### **RESULT AND DISCUSSION**

In addition to the general improvement of competences, it is important to confirm the degree of student involvement during the intervention. The percentage of students who participated in each of the five classes (A-E) for the eight-week study is displayed in the line graph that follows.



Chart 1. Students' Participation Percentage (%)



This chart shows students' participation percentage across five classes (A-E) over 8 weeks. The initial low attendance, illustrated in the initial weeks, was a one-time fallow from a prior academic requirement that resulted in a significant number of students missing class. The roll-out of the STEAM-PjBL activities, however, appeared to initiate a substantial shift in attendance starting at week four. The heightened participation suggests growing interest and dedication to the project-based learning approach, potentially aiding in enabling the later acquisition of their 21st-century skills. (Afzal & Tumpa, 2025) The growth value might correlate with the implementation of STEAM basic knowledge, which impacted the classes as follows.



Chart 2. Students' 21st-entury Skills per Class (%)

The graphical trend of the line graph clearly illustrates the positive increase of a growing positive relationship between the pattern of the STEAM-PjBL activity and development of the 6C skills over time, i.e., weeks 2-3 and 4-6 intensive periods. The increase indicates that active intervention through PjBL engagement in project work assisted in developing skill acquisition. Furthermore, the co-dependency of content and language learning in the STEAM model likely had a synergic effect, facilitating linguistic capacity and cognitive knowledge and therefore contributing to general skill acquisition.



Image 1. Pluriliteracies Development Mapping (Meyer, Coyle, Halbach, Schuck, & Ting, 2015)



STEAM-PjBL and encourage active engagement in authentic meaning production within a resource-rich transdisciplinary setting; they complement each other's pluriliteracies approach. As they progress along the conceptual continuum, students examine four science activity domains: doing, organizing, explaining, and defending science, with a focus on effective communication, gradual rise in complexity, and depth. Students should therefore be able to place themselves on the continuum by accessing the discourse context, the target audience, and the purpose. (Meyer, Coyle, Halbach, Schuck, & Ting, 2015)

Apart from the overall impact and commitment, the study also examines the specific influence of the STEAM-PjBL intervention on each of the six individual 21st-century skills of the 6C model.

#### 1. CHARACTER SKILL

The study aims to build character as one of the significant 21st-century skills in a dual-language ESL program using STEAM-PjBL. The study acknowledges the contributions of character and other skills to society and education. Lastly, the integration of STEAM-PjBL is also expected to help strengthen the character of the students.

# 2. CITIZENSHIP SKILL

Citizenship is among the aspects of the 6C model which the key current research investigates with regard to STEAM-PjBL applied in ESL education. Although there are some of the findings from the previous research covered in chapter that reported difficulty in the application of citizenship the skills bv the teachers, the research would likely be looking into investigating its development within the collaborative strategy. The overall aim is to determine whether STEAM-PjBL can indeed increase the understanding and application of citizenship among the learners.

# 3. COLLABORATION SKILL

Literature expressly informs that Project-Based Learning (PjBL) when integrated with STEAM provides a collaborative setting for students. The collaborative setting is a necessity for communication and implementation of innovative solutions emanating from interdisciplinary learning. The study, therefore, seeks to measure the impact of STEAM-PjBL in improving collaboration skills of students in a bilingual ESL setting.

#### 4. COMMUNICATION SKILL

Communication is termed as an essential 21st-century skill that STEAM-PjBL is said to promote in ESL learners. Pluriliteracies development mapping suggests emphasis on effective communication while the students progress through different science activity spheres. This study will thus establish the extent to which the STEAM-PjBL intervention promotes the communication skills of grade seven students.

# 5. CREATIVITY SKILL

STEAM and Project-Based Learning integration is the hallmark of its capability to cultivate creativity through experience and worthwhile learning activities. STEAM's interdisciplinarity in its operation mode guarantees it generates novel solutions, which are executed through the peer collaborative PjBL



process. The current research thus seeks to determine if the STEAM-PjBL method has a noteworthy influence on the creativity skill among bilingual students.

#### 6. CRITICAL THINKING SKILL

The interdisciplinary nature of STEAM tends to enhance critical thinking and problem-solving skills in students. Project-Based Learning also contributes to this by providing an environment where students need to analyze information and design solutions. One of the most significant objectives of this research is, therefore to determine the potential of STEAM-PjBL for enhancing the critical thinking skills of seventh-grade ESL students. (Chistyakov, et al., 2023) (Imamyartha, et al., 2024) (R, Iskandar, & Halim, 2024) (Afzal & Tumpa, 2025)

It is interesting to examine the distribution of student gain across the six 21stcentury skills, even though overall positive tendencies obtained after the STEAM-PjBL intervention are of concern. A pie chart illustrating the percentage of students who had improved by how much of these skills is presented below. It provides a more realistic picture of how learning gains are distributed across the cohort. It indicates the number of students who developed in all six competencies, five competencies, and so on, in a specific manner. (Kuo, 2024) (Mohsen, Khalil, AlZahrani, Awaji, & Abdullah, 2025) (Varas, Santana, Nussbaum, Claro, & Imbarrack, 2023)



Chart 3. Individual 21st-century Skills Improvement (%)

The following pie chart, "Individual 21st-Century Skills Improvement (%)," graphically depicts the 160 seventh-grade students' improvement in achieving 21st-century skills after the six-week STEAM-PjBL intervention. The pie breaks down the population of students based on the number of the six core competencies (6C) in which they improved. This offers appreciation at a more detailed level than the overall rising trend described above.

As can be seen from the chart, a very high percentage of the students, that is, 45%, improved in all six 21st-century skills being tested. This indicates a very strong effect of the integrated STEAM-PjBL approach on the overall improvement of these critical abilities. Also, a significant 30% of the students improved significantly, with



improvement in five out of the six areas of skills. These two together represent a very large majority (75%) of students who made excellent gains on the majority of the 6C model.

The graph also, however, indicates that lower percentages of students made less constrained gains. Specifically, 15% of the students made four of the six competencies, and the lowest group, at only 10% of the cohort, showed marginal growth in only three of the 6C competencies. Even though these percentages imply that not all students developed as much growth in each skill area, the truth is that even the smallest percentage improvement group did develop progress in more than one of the major 21st-century skills.

Overall, the data that are presented on the pie chart evidence the general effectiveness of the STEAM-PjBL intervention to assist the seventh-grade learners to gain 21st-century skills. The highest percentage of students demonstrated overall improvement in all or a majority of the 6C competencies, indicating the promise of this pedagogy in a dual-language ESL setting. However, having students who are improving at different levels in the class also identifies a need for more intensive investigation of individual learning paths and possible areas of targeted intervention.

# CONCLUSION

conclusion, this action research bears strong witness to value In the of implementing STEAM-PjBL in a bilingual ESL classroom in building seventh-grade students' 21st-century skills through the 6C framework. The study's outcome depicts the trend of peaks in skill development within the population following the intervention, with model improvement for all, if not most of the competencies, in sight among the majority of the students. That is, STEAM-PjBL interdisciplinarity and collaboration enable caring learning communities for concurrent development in both English language proficiency and future capability.

Furthermore, the investigation of individual student development demonstrates the broad applicability of this pedagogy with a very high percentage of students developing across all six 6C of 21st-century skills. Whilst entailing differences in improvement scores among the students, overall results form the foundation that STEAM-PjBL is an investment in valuable pedagogic practice in CLIL teaching. The research addresses the gap in existing empirical research studies that have questioned the generic effect of aligned teaching on all the dimensions of the 6C paradigm in ESL bilingual education and asserts its potential for applicability elsewhere in learning environments.

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