



SCIENCE

Science is a systematic and logical approach to discovering how things in the universe work.

TECHNOLOGY

Technology is using math, science, and problem solving to achieve a purpose.

ENGINEERING


Engineering is the process of designing, building, maintaining, and improving to solve a problem.

ARTS

Arts is a rich array of disciplines including design, dance, music, theater, media arts, language arts, and visual arts.

MATHEMATICS

Mathematics is the study of quantity, numbers, structure, space, and change.



All students will benefit from STEAM education. It teaches independent innovation and allows students to explore greater depths of all of the subjects by utilizing the skills learned. These skills are going to be required in order for today's students to be tomorrow's global leaders. Through STEAM, students will gain the ability to think critically, work as a member of a team and independently, and be creative.



EDUCATION ©TMO 2014

STEM education refers to the areas of science, technology, engineering and mathematics.

STEAM education incorporates the "A" for the arts - recognizing that to be successful in technical fields, students must also be creative and critical problem solvers.



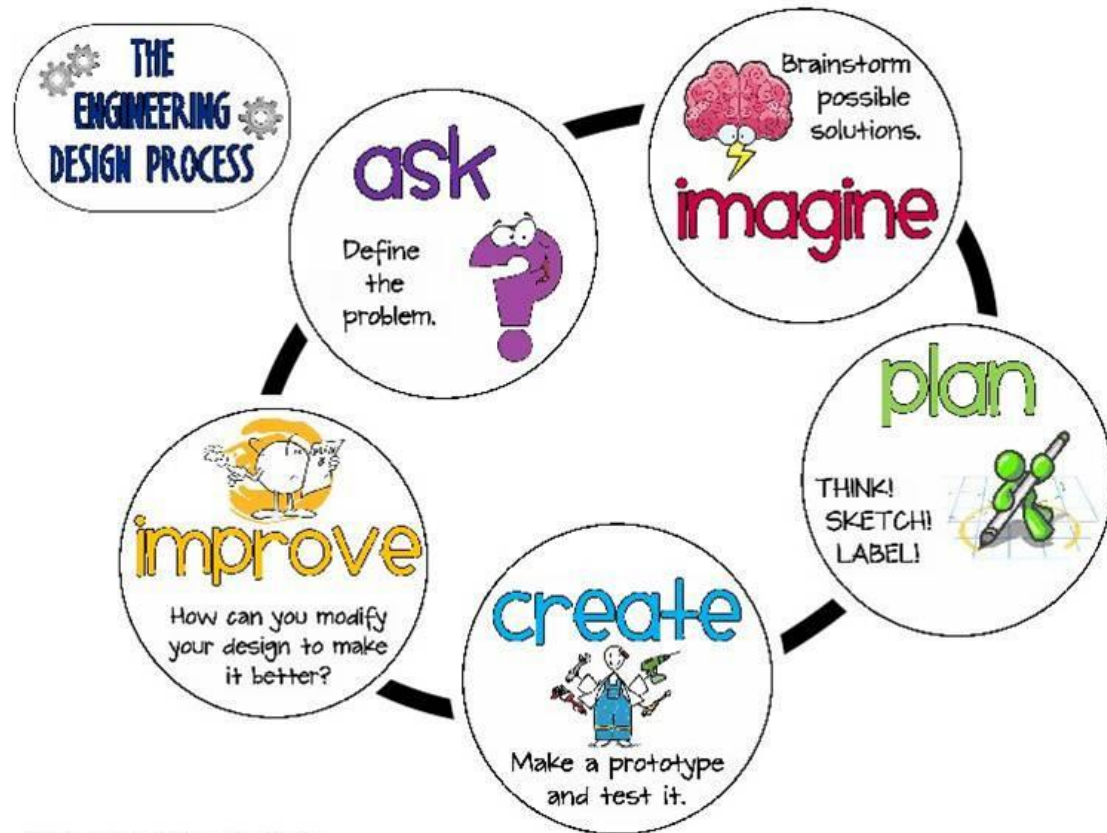
STEM + Arts = STEAM

What is STEAM?

STEAM is an educational approach to learning that uses Science, Technology, Engineering, the Arts, and Mathematics as access points for guiding student inquiry, dialogue, and critical thinking. The end results are students who take thoughtful risks, engage in experiential learning, persist in problem-solving, embrace collaboration, and work through the creative process.

What will STEAM be like at school this year?

STEAM will be hands-on learning that is fun! It will be project based instruction, rich in technology, which will encourage future problem solvers to use the engineering design process throughout all subject areas.



<http://www.leadersforallteachers.com/SongKim-Cole>

What will students learn from STEAM education this year?

1. **STEAM** is an acronym that stands for
Science, Technology, Engineering, Arts, and Mathematics.
2. Students will learn the definition for each STEAM discipline.
3. Students will learn the engineering process and how to use it in all subject areas.