Elementary students are engaging in a new learning experience this year that focuses on building skills and talents related to science, technology, engineering, art, and mathematics (STEAM)!

Once every six-day cycle, all elementary students (K-5) have 45 minutes of time where they engage in student-centered interdisciplinary lessons focused on building connections, problem solving, collaboration, and critical thinking. Like they do for other "specials" (like art and music), students have designated time for STEAM where they solve real world problems and create innovative solutions.

**IN THE CLASSROOM: WHAT DOES STEAM LOOK LIKE IN ACTION?**

STEAM instruction will evolve over time and concepts get deeper as students progress. The learning experience will be shaped and guided by the students through a series of problem-based activities. Their choices and decisions will be crucial as they take ownership of their learning when applying content in real world contexts. Below are only two examples of STEAM activities/projects.

**First Grade Example: Catch a Gingerbread Man**
In a first grade classroom, students read a story (connection to literacy), design a track and then use materials (like blocks or LEGOs) to build a track to catch a gingerbread man. This activity includes a focus on literacy, math, design, and problem-solving.

**Fifth Grade Example: Balloon Car Derby**
Students identify components of the engineering design process and work collaboratively to design a balloon car. They create a blueprint, construct the car, and then test the car to measure the distance traveled. Students then reflect on the process and make suggestions for improvements.

**Who are our STEAM teachers?**
Our elementary STEAM teachers are educators with specific experience in art, science, computer applications and robotics. They are collaborating to build this new and innovative program for elementary students and to provide a curriculum rich in meaningful learning opportunities for our students.