Edgemont STEAM Integration Program

What is STEAM?
- STEAM is an instructional model which emphasizes integration of concepts in Science, Technology, Engineering, Arts, and Mathematics.
- The program emphasizes an interdisciplinary, rigorous curriculum with links to real-world challenges through inquiry and problem based learning.
- STEAM teachers emphasize process and design as well as hands-on activities, with a goal to develop problem solvers, critical thinkers, and effective communicators.

What does a STEAM classroom look like?
- Children are naturally curious; imagining, creating, designing, building and taking apart things just to see how things work. STEAM teachers capitalize on this curiosity as they coach students through thematic units of cross curricular activities.
- Students use science, technological, engineering, artistic creativity, and mathematical skills to question, investigate, design, build, analyze, collaborate, reinvent, and even view mistakes as a form of progress.
- Along with direct instruction in essential skills and knowledge, STEAM students engage in relevant, meaningful experiences that allow them to construct new understanding while connecting to previous knowledge and their own experiences.
- STEAM education is an opportunity for students to engage, explore and make sense of the natural world through inquiry and project-based learning, rather than merely learning isolated bits and pieces of phenomena.

Why is STEAM education important?
- Exploration activities promote student engagement and unlock creative thinking and innovation. This approach encourages students to ask big questions and find solutions.
- Flexible thinking, risk taking, critical thinking and problem solving are not only important in the academic setting but a critical life skill in the 21st century.
- By design, STEAM creates a standards-packed, reality-based, personally relevant exploratory learning environment.

Who will be participating in the STEAM program?
- For the upcoming school year (2016-17), STEAM will be the focus of our 1st and 4th grade non-French Immersion classes where there is more time to implement STEAM teaching strategies and activities.
- We plan to implement the STEAM focus incrementally school-wide as we learning from these "pilot" classrooms and build capacity through school staff and community commitment, training, and resources.