

Full STEAM Ahead...

What is STEAM?

STEAM Education is an approach to learning that uses Science, Technology, Engineering, the Arts and Mathematics as access points for guiding student inquiry, dialogue, and critical thinking.

[STEAM RESOURCES](#)





Using [STEAM education results](#) in students:

who take thoughtful risks,
engage in experiential learning,
persist in problem-solving,
embrace collaboration,
and work through the creative process.

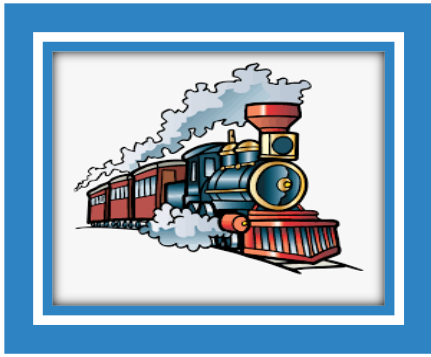
These are the innovators, educators,
leaders, and learners of the 21st century!

4 Cs of 21st Century Skills

Collaboration, Creativity, Critical Thinking and Communication

They are a critical component to student success in a rapidly changing workforce and society. Luckily, these are easily woven into any quality STEAM lesson. This is where the active engagement really starts to shine with student groups, creating original solutions and compositions and exploring questions from multiple perspectives.





Is STEAM going to be one Special?

**Our Specials Trio will Collaborate to
Create our STEAM Team...**

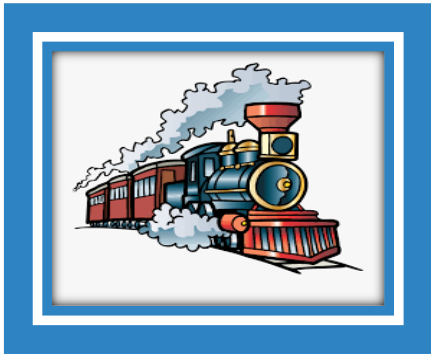
Multimedia & Technology- *Ms. Elsemiller*

Engineering & Robotics- *Ms. Meis*

Makers Space & Design

Joining the Team as our Design Teacher...

Ms. Campbell



What about Traditional Art?

Our Makers Space & Design class will incorporate Art standards.

Students will also have the opportunity to continue to learn about Art Masters through an expanded Meet the Masters art program.



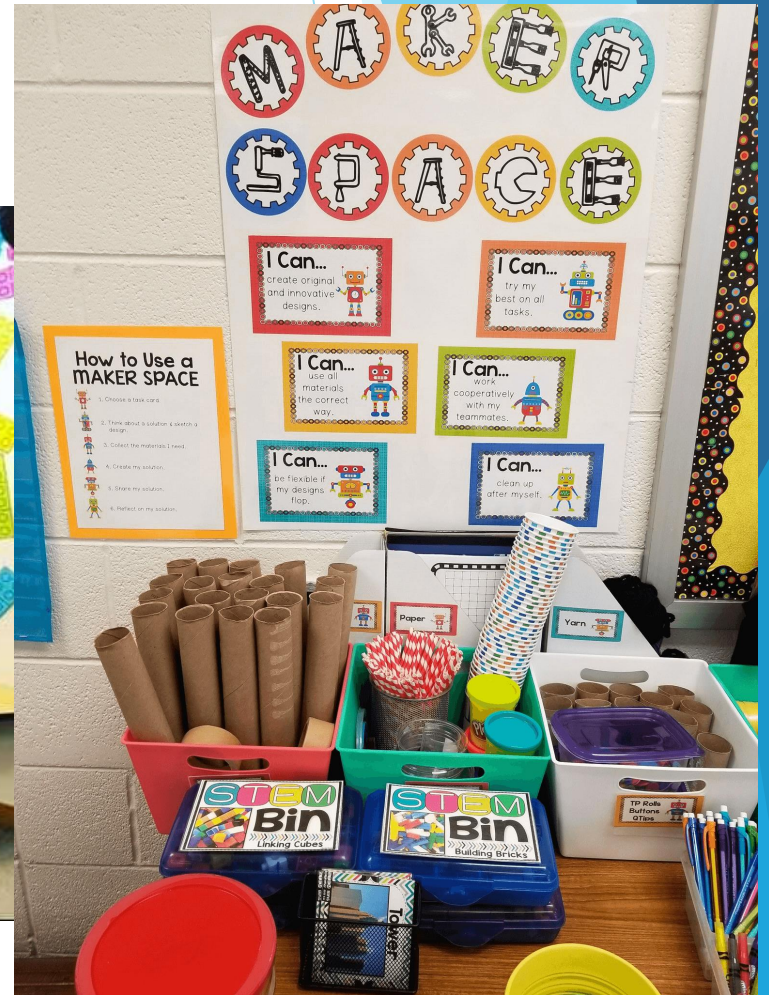
Why STEAM instead of Art?

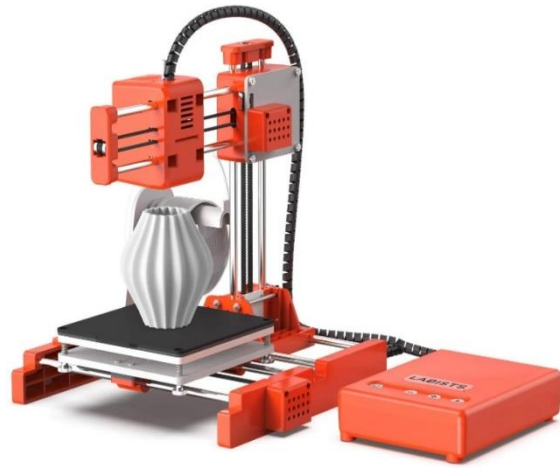
The addition of Arts to STEM to create STEAM is about incorporating creative thinking and applied arts in real situations. Art isn't just about working in a studio. Art is about discovering and creating ingenious ways of problem solving, integrating principles or presenting information. Picture an architect, they use engineering, math, technology, science and arts to create stunning buildings and structures. Many people feel that adding Art is necessary and that the application of creativity and arts is a natural part of STEM.

For elementary aged children, in particular, including Art instruction through STEAM ensures that facet of learning doesn't get forgotten in our lessons. Through STEAM, the underlying principles and practices are about integration of the pillars: Science, Technology, Engineering, Arts and Math and it gives students an opportunity to think and work in a way that fosters 21st Century skills.



Makers Space & Design Classroom





Makers Space Design Tools

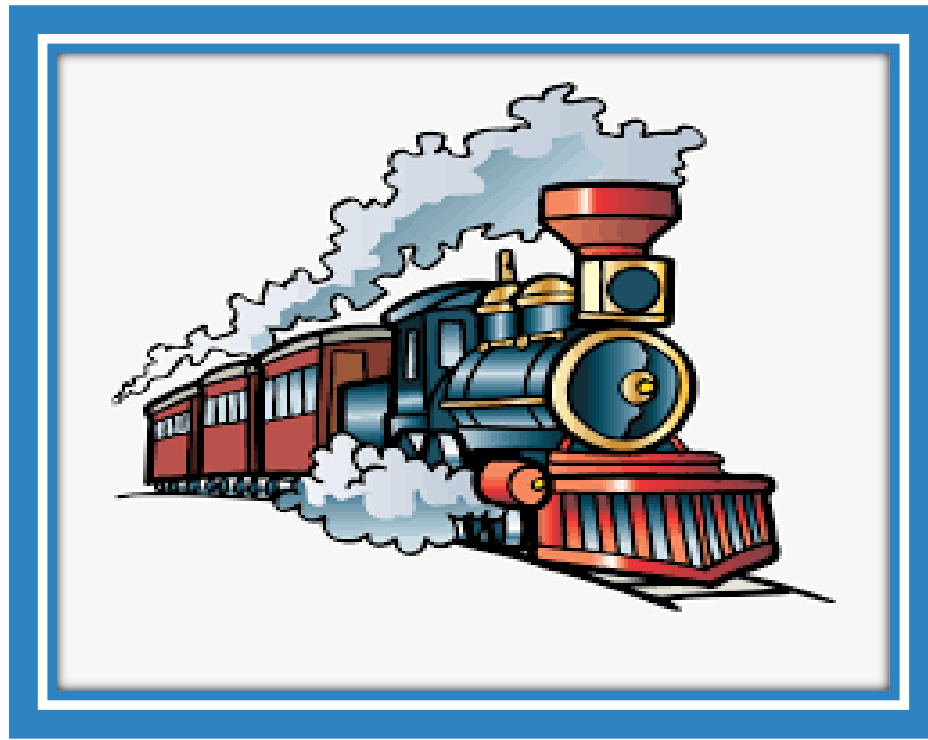


Unique to Parkland...

Although the **STEAM** program is supported by the district...

Park Trails will be the **ONLY** Elementary school in Parkland with a **STEAM** program!

We are bringing something **UNIQUE** to our students and our community through this **STEAM** initiative.



Park Trails
Full STEAM Ahead!