



What+ is STEAM?

STEAM represents the combination of Science, Technology, Engineering, the Arts, and Math.

By drawing connections between all five subjects and using the scientific process or the engineer design process, children learn to; question, investigate, analyze, and evaluate. Through this process, we can help foster a lifetime love of learning and discovering.

	<p>Science is the process of learning about and understanding the natural world. Experiments help develop science skills such as observing, describing what they notice and comparing results.</p>
	<p>Technology refers to the use of tools, not just electronics. Tools are used to make jobs easier. Simple machines like scissors, gears, wheels, and pulleys, along with tools, such as digital cameras and tablets, are hands-on ways to experience technology.</p>
	<p>Engineering is the process of building and designing something to solve a problem. Engineering activities regularly happens while playing with blocks as children learn and discover gravity, balance, shapes, and problem-solving.</p>
	<p>The Arts make learning visible and helps communicate ideas. Open-ended process art activities allow for new ways to experiment. Music and Drama are also part of the "A."</p>
	<p>Math is the process of understanding relationships among patterns, numbers, and shapes.</p>

To learn more about STEAM for young learners visit: www.preschoosteam.com