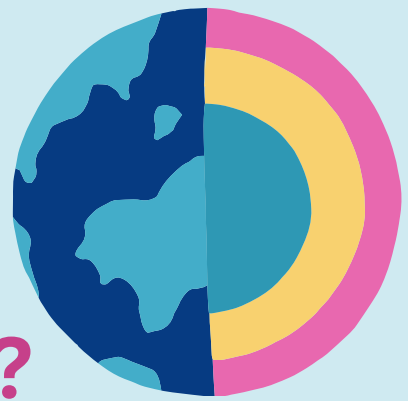


WHAT IS STEAM



& WHY DOES IT MATTER?

STEAM is an acronym that stands for five education disciplines:
Science, Technology, Engineering, Art, and Mathematics



1. INNOVATION

Activities within the STEAM disciplines have direction and purpose. The educational environment is often a creative and collaborative space that inspires students to come up with new ideas.

2. CURIOSITY

Students are encouraged to ask questions and brainstorm different ideas to solve problems. Studies inspire wonder, exploration, and imagination.



3. COLLABORATION

Working with their peers, students learn how to communicate and integrate diverse ideas to problem solve.

4. RESILIENCE

Students learn that failure is often part of the learning process, but it can also be the key to knowledge and understanding. Creative thinking leads to experimentation and discovery.



5. INTERDISCIPLINARY LEARNING

Critical thinking is a skill needed in all education and career fields. STEAM can help students recognize bias, appreciate diversity, and take a critical look at ethical issues.

STEAM @ ROBIN HILL

Our goal for the Robin Hill STEAM Program is to use hands-on, problem-based learning to encourage curiosity, spark creativity, and nurture critical thinking skills in our students.

