

LEARNING AT HOME WITH STEAM



STEAM is an educational practice that inspires children to pursue Science, Technology, Engineering, Art, and Math. Teaching relevant, in-demand skills that will prepare students to become innovators in an ever-evolving world is paramount, not only for the future of the students themselves but for the future of the country.



SCIENCE

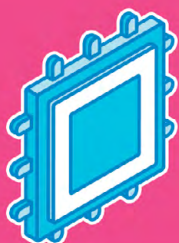


GROW PLANTS

MAKE ICE CREAM OR SLIME

DO A BLIND TASTE TEST

CREATE SOLUTIONS - DISSOLVE SALT OR SUGAR IN WATER



TECHNOLOGY



PRACTICE SKILLS ON A COMPUTER

DESIGN A NEW KITCHEN GADGET

CONDUCT A LEMON OR POTATO BATTERY EXPERIMENT

MAKE A STOP ACTION FILM



ENGINEERING

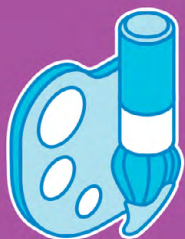


USE CARDBOARD BOX TO CREATE A SOLAR OVEN

BUILD A GINGERBREAD HOUSE

MAKE A BRIDGE USING STRAWS

BUILD A SIMPLE CATAPULT



ART



DESIGN CUSTOM FOOD LABELS

USE FOOD AND NATURAL INGREDIENTS TO DYE EGGS

TRACE YOUR SHADOWS

TAKE DIGITAL PHOTOS AND REVIEW THE IMAGES TOGETHER



MATHEMATICS

CREATE A BUDGET AND GO GROCERY SHOPPING

DOUBLE A RECIPE AND MEASURE THE INGREDIENTS

PLAY A BOARD GAME THAT INVOLVES DICE OR COUNTING

MAKE FRACTIONS USING OREOS OR OTHER COOKIES