

Characteristics of a Quality STEAM lesson:

- Includes a challenging real-world driving question or problem.
- Is guided by the engineering design process.
- Immerses students in hands-on inquiry and open-ended exploration.
- Involves students in productive, collaborative teamwork that incorporates self-management and critical thinking.
- Incorporates integrated and rigorous content.
- Allows for multiple outcomes and reframes failure as a necessary part of learning.
- Allows for students to take ownership of the work.
- Provides for opportunities to present discoveries to audiences beyond the classroom.

See [stempact.org](http://stempact.org) for a sample STEAM lesson planning template.

**What does STEAM look like in the classroom?**

[https://www.youtube.com/watch?v=dsU38\\_LbSo8](https://www.youtube.com/watch?v=dsU38_LbSo8)

<http://steamatdrew.weebly.com/kindergarten-work.html>

Integration of 21st Century Skills

Career & Technical Education

Project Based Learning, & core curriculum combined to produce academic rigor with hands-on, real-world opportunities.

Students are observed using science, technological, engineering, creativity, and mathematical skills to question, investigate, tinker, design, build, analyze, engineer, invent, innovate, collaborate, view mistakes as a form of progress, reinvent, and persevere.

**LEARNER PROFILE**