



STEAM (Science Technology Engineering Arts Mathematics)

Inquiry based learning where students “dive deep” into what they are working on.

Project based learning where students develop towards a solution.

Design Thinking: Empathy, Definition, Ideation, Prototype and Test ideas.

Site Name	Site Address	Site Description
TCDSB STEAM Foundation Resource	https://www.tcdsb.org/ProgramsServices/SchoolProgramsK12/AcademicICT/STEAM/Documents/TCDSB%20STEAM%20Foundation%20Resource.pdf	The TCDSB STEAM Foundation Resource is filled with links, videos and project starts for students of all ages to engage in and benefit from a cross-disciplinary approach to learning.
Canadian Space Agency	https://www.asc-csa.gc.ca/eng/resources-young/junior-astronauts/default.asp	Activities that are designed for youth in grades 6 to 9 and focused on three streams – science and technology, fitness and nutrition, and communications and teamwork Curriculum-friendly, Free to download, Customizable, Adaptable, Linked to astronaut mission and Beyond! Encourage your youngsters to strengthen cross-curricular

		competencies with fun, interactive ways to highlight the importance of healthy living and team-building skills.
NASA	https://www.nasa.gov/stem	Create unique opportunities for students and the public to contribute to NASA's work in exploration and discovery. Build a diverse future STEM workforce by engaging students in authentic learning experiences with NASA people, content, and facilities. Strengthen public understanding by enabling powerful connections to NASA's mission and work.
European Space Agency	https://www.esa.int/Education https://www.esa.int/Education/Teachers_Corner/Teach_with_space3	Since ESA was created, more than 30 years ago, one of its most important tasks has been to inform the public about the latest advances and discoveries in the space field, and to develop programmes that will inspire young people to pursue careers in science and technology.
YorkU Women in Science and Engineering	http://wise.lassonde.yorku.ca/	Mentorship Counselling Outreach Inclusiveness
Janette Hughes	http://janettehughes.ca/lab/	Build capacity for investigating and affecting change and innovation in formal and informal education settings in the use of emerging digital media and interactive tools.
Popular Mechanics	https://www.popularmechanics.com/	Since 1902, Popular Mechanics is about wonder, about being curious about the world around you, and it's about getting your hands dirty, too.

Instructables	https://www.instructables.com/id/100-STEAM-Projects-for-Educators/	This is a collection of 100 STEAM Projects created for teachers and educators to do with youth. Each project encourages exploration, modification, and students to pursue their own ideas and curiosities.
Make Magazine	https://makezine.com/	Celebrates your right to tweak, hack, and bend any technology to your will.
Common Sense Media	https://www.common sense.org/education/top-picks/steam-games-apps-and-sites	A list of Interdisciplinary Lessons & Activities for STEAM learning
Wabisabi Learning	https://wabisabilearning.com/blogs/steam/36-stem-project-based-learning-activities	36 Resources for STEM Project-Based Learning Activities Playdough to propeller cars and everything in between.
The Hacksmith	https://www.hacksmith.com/	MAKE IT REAL We take fictional ideas from comics, movies & video games and make real working prototypes as a way to inspire youth into science, technology and engineering!
STEAM Project Building Grade 6 FLIGHT Ideas	STEAM Grade 6 Flight Ideas	STEAM is cross-disciplinary and demonstrates how complementary overall expectations are in various subject areas. This presentation is part discussion and part resource on developing an idea into an event. The theme is Flight, taken from the Grade 6 Science Curriculum.

STEAM: Passion Projects & United Nations Sustainable Development Goals	<u>STEAM: Passion Project and the UN</u>	STEAM Passion Project: Rooted in the Catholic Graduate Expectations and the UN Sustainable Goal Development, this session is a resource on developing student led projects with local / global impact; projects can be tailored to suit immediate or long term needs.
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