

## STEAM-Powered Education for Every Student (PK-12)

3 P Credits offered through After School Professional Development Program (ASPDP)  
36 Hours

### Course Objective & Learning Goals:

Learn to apply STEAM-powered (science, technology, engineering, arts, and math) instructional practices to your classroom with concrete strategies, tools, and learnings. This course provides teachers the research-based principles and practices for effective STEAM instruction for every student's benefit, in academia, self-image, and in future careers. Students are naturally scientists, technologists, engineers, artists, and yes, even mathematicians! We can teach in such a way as to foster the mindsets, including curiosity, inquiry, hands-on learning, creativity, experimentation, critical thinking, and perseverance, to support students to succeed in all subjects, propelled by STEAM-related learning and growth.



### Course Outline:

Session 1: Course Introduction

Session 2: Overview with Statistics and Research

Session 3: Providing "3-Dimensional" Learning

Session 4: The Importance of Context

Session 5: Planning and Providing Academic Discourse Opportunities

Session 6: Student Thinking and Reflection

Session 7: Ways (and Reason) to Integrate Arts into Instruction and Learning

Session 8: Final Portfolio (multimedia presentation or paper)