









FINDING STEAM EveryWhere and EveryDay

STEAM is our everyday reality as we learn, exploring its concept from the environment and the various man-made objects that surround us. This is an educational approach that encourages students to become natural investigators of the world.

By observing and interacting with their surroundings, students can gain hands-on experience in applying science, technology, engineering, arts, and mathematics principles, fostering a deeper understanding of how these concepts shape the world they inhabit.

STEAM DISCOVERY ACTIVITIES

Examples

01

OBSERVE DIFFERENT TEXTURES, SMELLS, AND SOUNDS.

02

MEASURE THE DISTANCE BETWEEN PLACES, FROM SCHOOL TO YOUR HOUSE.

03

PLANTS, STONES, AND STICKS CAN BE USED TO COUNT, BUILD, AND CREATE.











04 INVESTIGATE SHADOWS, THE WIND, WEATHER.

05 STEAM DISCOVERY ACTIVITIES

06 OBSERVE PLANTS, INSECTS, BIRDS, AND OTHER ANIMALS.

07
FEEL THE WIND AND WATCH HOW IT MOVES OBJECTS
LIKE LEAVES OR PAPER.

08
SEE CHANGES CREATED BY SUNLIGHT ON SURFACES.
EXPERIMENT WITH SHADOWS AND REFLECTIONS.

09 LISTEN FOR SOUNDS DETERMINE IF THE NOISES ARE FROM NATURE OR FROM THE CITY.

10 COMPARE LIVING AND NON-LIVING THINGS.

STEAM LANGUAGE: Speaking STEAM Daily

We unconsciously use STEAM language in our daily lives.

However, intentionally integrating it into our classroom discussions can significantly bolster students' interest in STEAM. This conscious effort aids in honing their STEAM skills.











The process cycle follows this sequence: OBSERVE, QUESTION, PREDICT, EXPLORE, DISCUSS.

THE FLOW

Question

What are you curious about? What do you want to know? Are you wondering if...?

Predict

What do you think will happen? What are your predictions? Why do you think that? How could we find out?

Discuss

What were your predictions?
What happened?
What did you notice?
Why do you think that happened?
What could we investigate next?

Explore

Let's investigate.
What do you notice?
What is changing?
What did you try?

Observe











What do you see?
What do you hear?
How do they sound and smell?
How are they the same?
How are they different?
What happens when you try?
You seem curious about...

OTHER PLACES YOU CAN FIND STEAM

There are other sources we can find STEAM as we go on with our day to day activities, Examples are :

- BOOKS/ LITERATURES
- POEMS AND SONGS
- MOVIES
- BUY AND SELLING
- FASHION etc











CLASS ACTIVITY

NATURE WALK JOURNALING: Participants should should go out and observe the environment, from shapes, patterns, structure, buildings etc.

ACTION NEEDED

- TAKE NOTES
- TAKE PICTURES
- BRING IN MATERIALS THAT FASINATE YOU.
- Connect your chosen material/ Object to STEAM

If you can't make a mistake, you can't make anything

Maria collins