

SIGN UP

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Introduction To



Education

LOGIN

What is STEM?

STEM is an acronym that stands for 4 education disciplines:



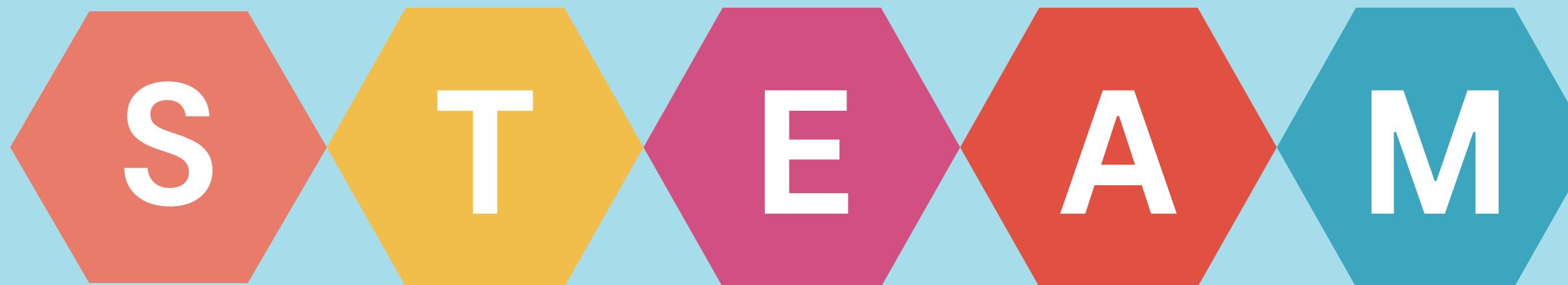
Science

Technology

Engineering

Mathematics

With the inclusion of Arts, you may also see the acronym

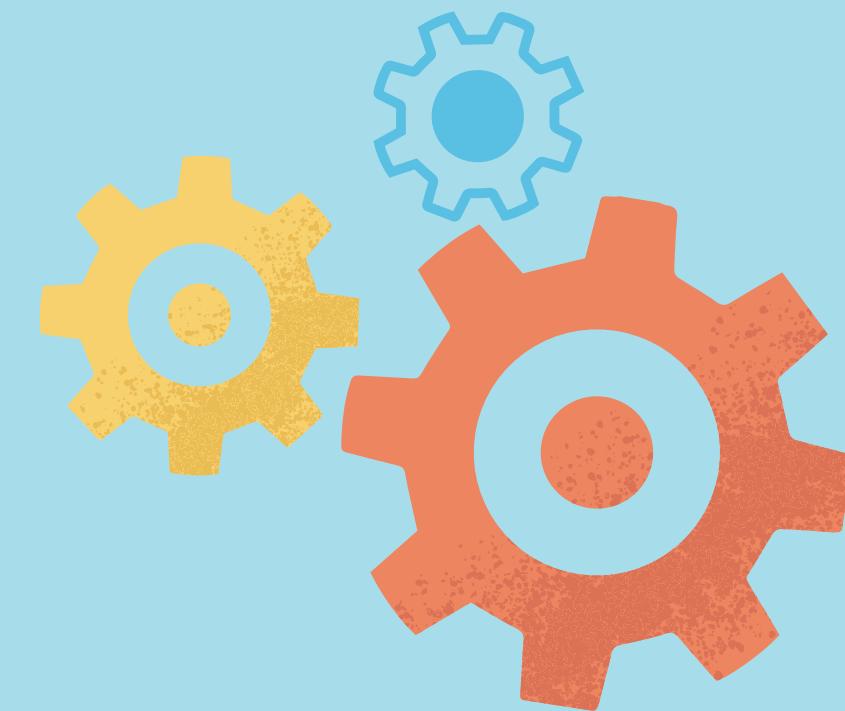


These disciplines are increasingly emphasized within the education system to get students interested in higher education classes and careers that involve STEAM skills and knowledge.

Why Study STEAM?

TECHNOLOGY

Almost any field you study will involve technology. It is constantly advancing, so there is always something new to learn. It has allowed us to connect with the world and access more information than ever before.



Why Study STEAM?

ENGINEERING

Engineers push the boundaries of science and solve technical problems. They enable everything from building structures to bioengineering to computer software.

Innovation in this field plays a significant role in shaping our future.



Why Study STEAM?

ART

Art allows for creative expression through a variety of mediums. Students learn to construct, create, and describe different aesthetics. We can understand more about our culture and history through art.



Why Study STEAM?

MATHEMATICS

Math is the study of numbers, shapes, and logic. We use it every day, even in simple tasks, such as baking. It helps us understand patterns and analyze data.



Examples of STEAM Classes

SCIENCE

- Chemistry
- Oceanography
- Astronomy
- Anatomy
- Genetics
- Environment
- Psychology

TECHNOLOGY

- A.I.
- Digital Media
- Coding
- App Development
- Robotics

ENGINEERING

- Mechanical
- Aerospace
- Computer
- Electrical
- Biomedical
- Structural

ART

- Web Design
- Graphic Design
- Writing
- Theater
- Drawing
- Painting
- Photography

MATHEMATICS

- Statistics
- Algebra
- Geometry
- Calculus

Benefits of STEAM Education

Critical Thinking

Creativity

Confidence

Collaboration/Teamwork

Curiosity

Innovation

Critical Thinking

Critical thinking allows students to observe, analyze, and understand when trying to solve complex problems. Using credible information and finding evidence to support arguments is imperative to learning and gaining knowledge.



Confidence

It's great when everything goes right on the first try, but that is often not the case. Students should understand that failure is often a part of learning. To persevere through challenges brings better understanding, a sense of achievement, and confidence.



Curiosity

Curiosity involves asking questions and brainstorming different ideas to solve problems. It also inspires wonder, exploration, and imagination.



Creativity

Imagination and creative thinking are key to finding new ways to solve problems.

Creativity allows students to break down a complex issue into smaller, more manageable tasks.



Collaboration/Teamwork

Working with others allows us to combine our knowledge and get immediate feedback to our ideas. We develop communication skills by working in groups toward a common goal. Collaboration also fosters discussion and team encouragement.



Innovation

Using experimentation, students can develop new ways of observing, analyzing, and solving complex problems. Innovation allows us to adapt to challenges and gain new insights.

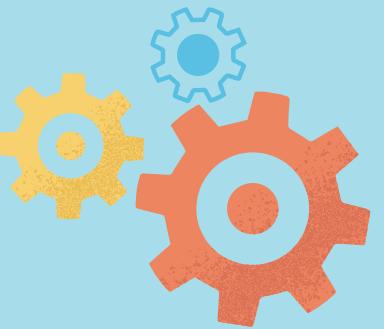
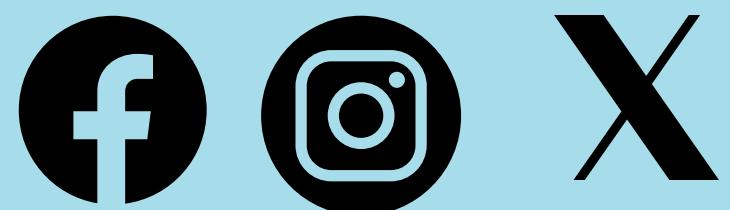


Fascinating Careers in STEM/STEAM

- Food Taster
- Cryptozoologist
- Marine Conservationist
- Volcanologist
- Urban Farmer
- Cosmetic Scientist
- Space Psychologist
- Cave Diver
- Firework Designer
- Art Restorer
- Museum Curator
- 3D Printing Engineer
- Smart Cars/Cities Architect
- Coder
- Roller Coaster Engineer
- Game Designer
- Animator
- Special Effects Technician
- Robotics
- Artificial Intelligence

STEM/STEAM

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