

WHAT IS THIS THING CALLED STEAM?

By Merrie Koester, Ph.D.

STEAM is the **Art** of thinking and making
ideas, performances, and other **Artifacts**
using tools (**Technology**),
Science knowledge, and
Mathematical reasoning.

STEAM is a
creative problem-solving approach –
a way of meeting an
Engineering design challenge through
6 C's and 1 G:

Creativity,
Critical thinking
Communication,
Collaboration,
Critique (that is **Caring**),
and **Grit**.

STEAM teachers
who build community
and CROSS-TRAIN
each other
MODEL best practice
for their students.