



STEAMmaker - A Guide to STEAM-focused Activities

Collaborative exploration is front and center in this immersion into STEAM-based activities. Students will be challenged to creatively problem solve, discover innovative ways to address real world challenges, and to transform the ordinary into extraordinary. Using design-based thinking, students will explore science, technology, engineering, art, and math in ways that will change the way they think about the world in which they live.

Designed for Upper Elementary, and Middle School 24–50, 1–hour activities Materials for up to 15 students at a time

Topics

- Chemistry
- Technology
- Circuitry
- Computer science
- Engineering
- Strategy
- Alternative energy
- Number sense
- Art and design
- Basic operations

Programs

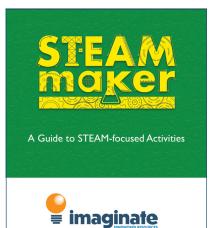
- During school
- Before school
- After school
- Summer programs
- Daycare programs
- Boys & Girls Clubs
- Libraries
- Summer camps
- Communities In Schools

STEAM maker

Product Photo



Facilitator Guide



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