WHAT IS THIS THING CALLED STEAM?

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STEAM is

the **Art** of thinking and making
ideas, performances, and other artifacts
using tools (**Technology**),
Science knowledge,
Mathematical reasoning,
and design practices (**Engineering**)
in a coordinated manner so that each **STEAM** component
complements the others.

STEAM is

Teams of Teachers
working in COMMUNITY TOGETHER
to cross-train one another to
CREATE curriculum
that is transdisciplinary, inclusive, and empowering.

STEAM is a

creative PROBLEM-SOLVING approach requiring GRIT.
It features multiple practices that begin with
the letter "C":

CARE
Cultural relevance
Creative process
Critical Thinking
Collaboration and Cross-training
Curating
Critique
COMMUNICATION