



STEAM for Early Childhood Early Learner Professional Development Workshop

STEAM for Early Childhood

Adult only program for early childhood teachers/providers of children ages 3-5 years

Young children are naturally driven to explore, play, and wonder about how and why things work. This workshop is designed to inspire confidence in exploring science, technology, engineering, art and math (STEAM) topics. Through hands-on activities and demonstrations, educators will gain resources and teaching strategies to integrate STEAM into the early childhood classroom and practice techniques in guiding children in play-based facilitation.

- Breaking STEAM apart and putting it back together for your classroom
- Focus on process, not just outcomes; Support learning through play investigation
- Creating provocations (challenges) that engage children in constructing knowledge

This workshop addresses the following child development and early learning standards:

- Key Content Area 1- Child Growth and Development: Understand how children acquire language and creative expression and develop physically, cognitively and socially.
- Key Content area 2- Learning Environment and Curriculum: Establish an environment that provides learning experiences that meet each child's needs, capabilities.
- CD1.1 Shows curiosity and willingness to try new things [Explorations & Investigation]
- CD3.1 Uses reasoning and planning ahead to solve problems and reach goals
- EL1.2 Engages in read-alouds and conversations about books and stories
- MT3.1 Participates in exploratory measurement activities and compares objects
- ST1.1 Engages in the scientific process to collect, analyze and communicate information
- ST2.1 Demonstrates knowledge of core science ideas and concepts
- ST3.2 Uses tools and engineering practices to explore and solve problems
- CA2.1 Explores, manipulates, creates, and responds to a variety of art media