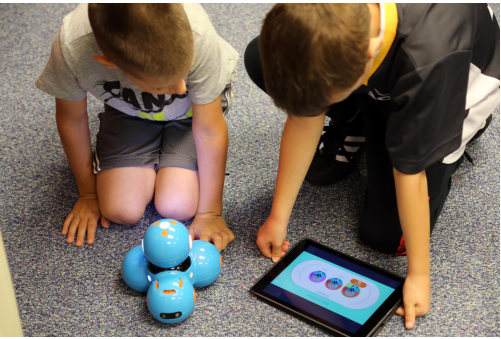


The STEAM Engines program is a solution to integrate STEAM (Science, Technology, Engineering, Art, and Math) learning into each of the five elementary schools in the District. By freeing up five teachers one day per week for concentrated STEAM instruction, they become the human engines driving us toward innovative learning. Each teacher is able to become an expert in projects and technology geared for a targeted grade level to deliver a six-week unit that pushes twenty-first century skills across the District.



BEE-BOT - KINDERGARTEN

Every kindergarten student will begin their journey into coding with Bee-Bot. This robot resembles a bumblebee and is designed for use by young children. Bee-Bots are colorful, easy-to-operate, and perfect for teaching sequencing, estimation, and problem-solving.



DASH & DOT - 1ST GRADE

These little guys are responsive and have capabilities that allow them to interact with students, their environment, and each other thanks to their multiple built-in motors, sensors, LEDs and audio capabilities. Students grapple with a series of puzzles that introduce the fundamental concepts of coding. This is the next step in advancing young students' understanding of computer science.



OSMO - 2ND GRADE

Osmo is an iPad-based tool that allows students to control action on the screen by moving puzzle pieces around the table in front of them. From geometry to computer coding, Osmo encourages students to overcome increasingly difficult challenges and advance through levels as they collaborate in a fun, interactive environment.



LEGOS - 3RD GRADE

Students face a series of problem-based engineering scenarios to develop simple machines and overcome challenges. Working in collaborative small-groups, students develop twenty-first century, interpersonal skills as they work through hands on building objectives.



LITTLEBITS - 4TH GRADE

This platform of easy-to-use electronic building blocks empowers students to create inventions to overcome problem-based scenarios. Students incorporate low-tech making with snap-together circuitry to collaborate and build. From exploring the tool to designing a safety system for a model water park, the students advance their engineering skills with increasingly challenging projects.