

What is STEAM?

In this climate of economic uncertainty, America is once again turning to innovation as the way to ensure a prosperous future.

Yet innovation remains tightly coupled with Science, Technology, Engineering and Math – the STEM subjects. Art + Design are poised to transform our economy in the 21st century just as science and technology did in the last century.

We need to add Art + Design to the equation — to transform STEM into STEAM.

STEM + Art = STEAM

STEAM is a movement championed by Rhode Island School of Design (RISD) and widely adopted by institutions, corporations and individuals.

The objectives of the STEAM movement are to:

- transform research policy to place Art + Design at the center of STEM
- encourage integration of Art + Design in K–20 education
- influence employers to hire artists and designers to drive innovation

3D Preschool

STEAM PROGRAM

1. Science 2. Technology 3. Engineering 4. Art 5. Math

Adding new exciting STEAM program in our fun filled preschool day!!!

STEAM program will allow children to look at the curriculum through the lenses of mathematical, engineering, art and scientific experiences.

Our approach towards STEAM program is very unique and filled with fun, experiments and experiences!

The children will travel on a journey through the world, exploring several artists from around the world. Each artist's "art" is looked at from the lens of math and science, so that "art" is not merely art but a launching pad for children's imaginations!!!

The teachers are going to integrate an artist's art to teach the subject matters of math, art, social, history, geography and language. Our WORD WALL will tell you how children imagine and express their thoughts through the words. This exercise will help children enriching their language.

The program is age and developmentally appropriate for all class.

Here are some artists we are going to cover in coming months-

Pablo Picasso- Spain and France

Piet Mondrian- Holland

Jackson Pollock- USA

Pablo Picasso

Free from traditional art rules. That is the reason his art appeals to children.

Geography – Spain- Learn about the country Spain, Location on the map and brief knowledge of people, culture, music, food etc with the help of books

Science – Concept of reflection, Mirror images.

Math- Using geometric shapes

Language- WORD WALL – Learning new vocabulary words, enriching

Concept- Collage, use of uneven shapes in his art, proportion, reflection, symmetry.

Art- Self-portrait

Piet Mondrine

Geography- Holland – Learn about the country Holland, Location on the map and brief knowledge of people, culture, music, food etc with the help of books

Art- Cubes and basic colors, abstract work with the help of horizontal and vertical lines.

Science- Straight lines, Parallel lines, angles

Math- Concept of straight lines, Parallel lines, angles, long, short, thick, thin. Use of ruler, tap, scissors

Concept (Engineering) - Use of simple engineering tool like scissors, rulers. Can also provide the measuring tape to measure the lines.

WORD WALL- Learning new vocabulary words, enriching language.

Jackson Pollock

Splatter paintings

Learning about height, distance, viscosity, gravity

Geography – American artist. Learn about the country America, Location on the map and learning about the people, culture, music, food etc with the help of books and other resources.

Art- Freedom to explore the material by using children's free arm and body movements.

Science- viscosity of the paint (think, runny, slimy), gravity (the children will observe the paint dripping)
Talking about why things fall?

Math- Size and pattern of the splatter, length of the drip,

Concept- Giving children the freedom to explore the material freely, have sensory experience and enjoy the messy art fun.

WORD WALL- Learning new vocabulary words, enriching language.

STEAM PROGRAM

Lesson Plan - Artist of the month- -----

Geography- Learning the map of the country the artist is from on a world map.

Art activities-

#1-----

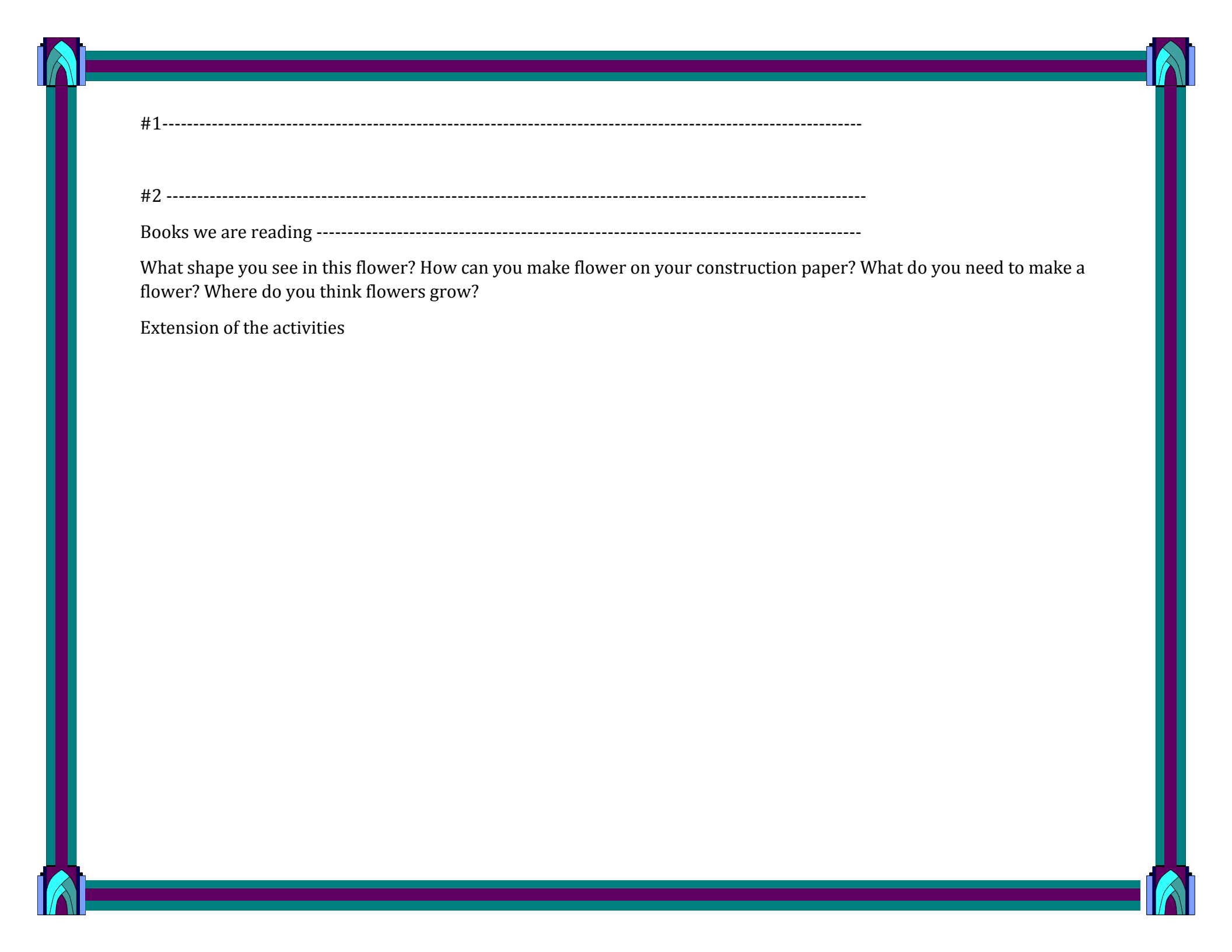
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Science activities-

#1 -----

#2 -----

Math activities -



#1-----

#2 -----

Books we are reading -----

What shape you see in this flower? How can you make flower on your construction paper? What do you need to make a flower? Where do you think flowers grow?

Extension of the activities



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