

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 of many kinds,
working in COMMUNITY TOGETHER
to CREATE programs
that are transdisciplinary, agentic, and generative.

STEAM is a
creative PROBLEM-SOLVING approach featuring
multiple “C’ing” processes:

CARE
Creative design
Collaboration
Capacity building
Curating
Critique
COMMUNICATION