What is STEAM?

Studying the natural world and includes life, physical, earth and space sciences. **Science** is a way of thinking and involves inquiry, prediction, observation and questioning.

Using tools, both simple and complex. **Technology** is a way of doing and involves production, research and making things work.

Building and creating to solve problems. **Engineering** is a way of designing and involves building, inventing and problem-solving.

Designing imaginative solutions. **Art** is a way of creating and involves design, expression, planning and organization. Visual arts, music, singing, theater, movement and writing are part of this component. It is more than crafts and requires adult-guided self-discovery.

Understanding relationships among patterns, numbers and shapes. **Math** is a way of measuring and involves logic, reasoning, understanding patterns, measurement and sequencing.

Exploring STEAM Concepts Through Your Storytime Training (Library Juice Academy)