

PREPARATORY SCHOOL

STEAM EDUCATION PROGRAMME

Science
Technology
Engineering
Art
Maths

STEAM: Our vision

Our vision is to create a learning culture where all students have the confidence to take risks, engage in experimental learning, persist in problem-solving and work through creative processes designed to engage them in the world they live in.

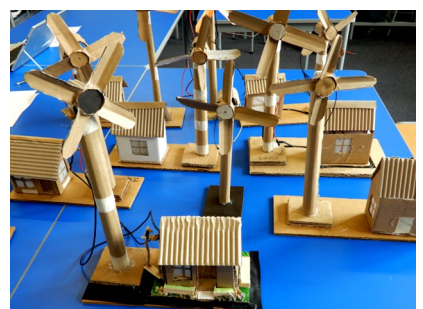


What is STEAM?

STEAM classes foster the students' science, technology, engineering, artistic and mathematical skills and is linked to other areas of the curriculum such as English, social science, Te Reo and the arts.

The concept of this class is to create a hands-on, creative environment where students can develop their technological confidence and problem-solving skills.

It sees the boys using a wide range of materials and tools to tackle real-life challenges.

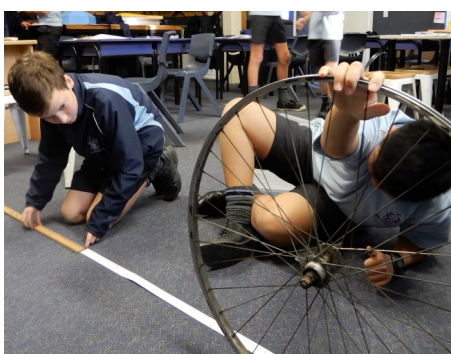
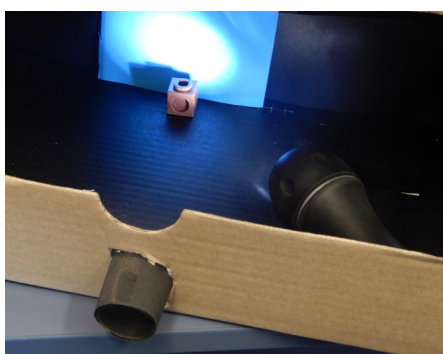


How will Prep implement STEAM?

The STEAM programme involves interactive learning content as well as classroom experiments and hands-on activities.

- ◆ Weekly timetabled STEAM lessons for all students takes place in a dedicated classroom space.
- ◆ Students design, build, repair, simulate, test and play with a huge range of interesting and stimulating projects.

Every student can achieve!



NELSON
COLLEGE

Economic need for STEAM Education

- ◆ Behind the STEAM focus is an economic need based on ensuring our future workforce is adequately skilled.
- ◆ There is a need to ensure young people are given the opportunity to experience and develop an interest in the key areas of science, maths and technology so that they are ready to take up roles in these sorts of industries.
- ◆ STEAM jobs are increasingly important for New Zealand's future and through the STEAM programme our students will learn important skills employers want, such as communication and problem solving skills.

Why is STEAM education so important?

- ◆ The STEAM programme is crucial for the well-being and educational development of future generations.
- ◆ STEAM programmes produce well-rounded global citizens by providing real-world contexts in which students can apply meaningful mathematical and scientific skills.
- ◆ Students learn through studying STEAM subjects that their skills and creative thinking really can help solve real-world problems.
- ◆ Students and teachers engaged in STEAM make more real-life connections so that school is not just a place where students go to learn, but it also becomes the entire experience of learning.

