Which topics would support your growth in designing innovative STEAM units? (Rank each topic 1-5; 1 = most needed, 5 = least needed)

Are there any other areas in STEAM that you are interested in learning more about this year? Please share your ideas/needs below.

7 responses

Creating STEAM units around a read aloud text


Just looking forward to all the fun STEAM challenges ahead of us!

I'm honestly not sure, and I'm also not positive about what I marked above. I think I'll know more about exactly what I need to learn/work on once I get into it!

Can't wait to learn more about the Arts within STEAM :)

any and all

Connecting to real world examples that are relatable to the students.