

steam

Education Ltd.

www.steam-ed.ie

Inspiring kids in STEM and Arts subjects



STEAM-in-a-Box

FUN, ENGAGING, 'READY-TO-TEACH' PROGRAMMES IN
SCIENCE, TECHNOLOGY, ENGINEERING, ARTS AND MATHS!





STEAM-in-a-Box: Science! Teacher Edition

A series of fun, hands-on programmes designed for approx. 9-12 year old, primary school children.

Within each fully-resourced programme (supplied for an average class size of 30 children) are 5 easy-to-follow, teacher-led lessons, providing an interactive and inquisitive introduction to science topics.

We use real-world examples and a STEAM approach that ignites imagination, creativity and critical thinking. The programmes are designed to support and enhance the P6/7 or 5/6th class **Science curriculum**.

Cross-linked subjects and curricula include Arts, Maths, History, Social, Personal & Health, and Communication Skills.

Building Blocks of Biology – Life on Earth



■ Building Blocks of Biology: Life on Earth

A 5-lesson (5 hours approx) programme introducing the evolution of Life on Earth from the first microbial cells. We focus on developing and engaging children in understanding the building blocks of life, i.e. 3 basic cell types: Bacterial, Animal and Plant Cells. We explore their structure, function, incredible diversity, and how most life on Earth is “built” from these cells. Then we have viruses – we all know a bit more about one of those than we would like at the moment! So we will look at the broader context of viruses in the world.

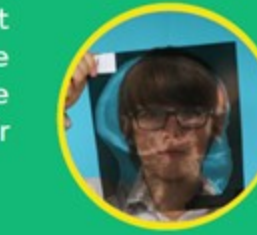


Introduction to Human Biology



■ Introduction to Understanding Human Biology

A 5-lesson (5 hours approx) programme introducing the human body. This includes an Introduction to basic human physiology and the main body systems, using a fun, practical, shared learning element. A lesson on understanding your own vital signs – such as pulse, temperature, reactions, reflexes, indicators of health and the range of normal healthy physiological responses. And an introduction to genomics in a simple practical way. That means we look at DNA, and how it contains instructions for all the physical traits of the human body. On a whole body scale, the entirety of a person’s genes (their genome), interacting with their environment, influences health and wellbeing.



STEAM Education is an approach to learning that uses Science, Technology, Engineering, the Arts and Mathematics, as access points for guiding student inquiry, dialogue, creative and critical thinking.

A STEAM Approach involves increasing connectivity between subjects, using a more holistic approach to education, and providing a broader context for learning.

The 'A' in STEAM: The A in STEAM refers to the Arts (including humanities). We believe that nurturing creativity in all subjects is critical for students, and is not separate from science, or exclusive to teaching the Arts.

Incorporating Creativity and Arts with Science increases engagement, understanding, communication skills, and helps to make learning 'stick'. There is of course crossover with other elements of the curriculum including Arts, Maths, History and more.

STEAM programmes aim to enhance the current primary school curriculum.



OTHER PROGRAMMES AVAILABLE:

STEAM Introduction to Engineering



■ STEAM Introduction to Engineering

A 5-lesson (5 hours approx) programme introducing the diverse fields of engineering. Using fun, practical, shared learning elements this programme introduces engineering and engineers as problem solvers in all kinds of interesting fields. We will use a child-friendly version of the engineering design process to engage the children in a series of design-build-test challenges that span multiple disciplines from infrastructure to biomedical engineering.



STEAM Climate Action



Climate-Action-in-a-Box

A solution-focused programme exploring climate change and action, including the science of causes and effects, engineering and tech solutions for sustainable energy, humans and nature, and more. Using arts, communication and active citizenship we engage the children in understanding the part they can and do play and in contributing their ideas towards a greener future. Fun, hands-on, creative and participatory - designed to support and engage primary schools in positive Climate Action.



SUSTAINABLE CONSTRUCTION

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