

STEAM LAB

CARRILLO ELEMENTARY

Bridging the Gap Between Elementary School and the World of STEAM

STEAM uses Science, Technology, Engineering, the Arts and Mathematics to guide creative and critical thinking.

UNCOVERING THE LATEST STEAM TRENDS AND INSIGHTS

"I aim to understand how creativity links to other essential skills like communication, collaboration and critical thinking"





CONNECTING THE DOTS

STEAM based curriculum activities and project-based learning through immersion learning!



STEAM IS AN EDUCATIONAL
APPROACH TO LEARNING THAT USES
SCIENCE, TECHNOLOGY, ENGINEERING,
THE ARTS AND MATHAMATICS AS ACCESS
POINTS FOR GUIDING STUDENT INQUIRY,
DIALOGUE, AND CRITICAL THINKING.
-SUSAN RILEY

