TeachME Professional Development

Introducing STEAM Learning

1. Which compenent was added last to STEAM education?

A. Mathematics
B. The Arts
C. Technology
D. Science

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2. Of the following, which has been identified as a necessary 21st century learning skill?

A. Critical Thinking
B. Independent Thinking
C. Design Thinking
D. Analytical Thinking

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3. STEAM learners who observe and record what is seen, rather than basing observations on their opinions, are demonstrating what characteristic?

A. Integrity
B. Appreciation
C. Precision
D. Objectivity

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4. This face-to-face pedagogical learning approach allows learners to conduct research and apply knowledge and various skills to find viable solutions to specified problems:

A. Projector Inquiry-Based Learning
B. Problem-Based Learning
C. Integrated STEAM Education
D. Makerspace Learning

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5. Which of the following is recommended as an effective way to specifically incorporate STEAM learning into virtual learning spaces?

A. Makerspace Learning
B. Research Inquiries
C. Online Field Trips
D. Independent Web Searches

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6. Which of the following is NOT a component of the arts in STEAM education?

A. Psychology
B. Physiology
C. Anthropology
D. Geology

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7. Students who perform well-planned experiments and use problem-solving techniques in STEAM are demonstrating:

A. Systematic skills
B. Diligence
C. Open-Mindedness
D. Objectivity

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8. During a STEAM lesson, which is likely to occur first?

A. Learners plan and carry out investigations.
B. Learners ask questions and define problems.
C. Learners develop and use models.
D. Learners construct explanations for science and design solutions for engineering.

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9. Students careful with using applicable measurement tools and techniques during STEAM learning are demonstrating which of the follwing benefits and values?

A. Ethical Decision-Making
B. Objectivity
C. Precision
D. Diligence

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10. STEM Learning originally came about in 2001 because:

A. Researchers recognized the benefits of incorporating creativity into learning.
B. Prominent artists saw real value in combining artistic and scientific knowledge together.
C. Policy makers had a goal of increasing postgraduate studies in common STEM fields.
D. Reports emphasized important links between the knowledge of science and technology and successful careers in related disciplines.
