

Freehold Township Schools

STEAM Centers

What is STEAM

Science

Technology

Engineering

Arts

Math



The Goal

To afford students the opportunity to learn through real-life applications in the areas of Science, Technology, Engineering, the Arts and Math. To engage students in problem solving and collaboration through relevant and meaningful hands on activities, experiments, and projects . STEAM, at its essence, is like the apprenticeship of years past, with learners employing 21st century skills in real world contexts.

Essential Components

- 3D Printers
- 3D Scanners
- 21st Century Workspaces
- Multimedia Tools
- Drafting and Design Stations
- Creation Software
- Community Partnerships

What it Looks Like



The Curriculum

- Cross Curricular
- Collaborative
- Real Life
- Project Based
- Inquiry Driven
- Hands-On
- Technology Infused