

How do we encourage teaching that creates stimulating and inspiring classrooms, where students engage in problem-solving and use their creativity and imagination to address interesting and important subjects, and where teachers push students to continue learning long after the exam is over? (Boykin & Noguera, 2011, p. 175)

Every year educators stress over the limited time available to teach required skills and concepts. Unfortunately, too often there is little time possible to create, invent, and learn together. The goal is to encourage teachers to make STEAM projects part of their classroom environment. Educators need opportunities to identify curriculum connections and work collaboratively creating exciting challenges that inspire learning.



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