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Autore	Bazler Judith
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Nota di contenuto	Musing on unanswered questions / Meta Van Sickle, Merrie Koester -- Graphic novels and STEAM: strategies and texts for utilization in STEAM education / Alex Romagnoli -- High-quality trade books and content areas: planning accordingly for rich instruction / Carolyn A. Groff -- Getting to "know" STEAM / Merrie Koester -- Exploring simple machines with creative movement / William Paul Lindquist, Martha James-Hassan, Nathan C. Lindquist -- Theater as the STEAM engine for engaging those previously disengaged / Paul C. Jablon -- "Imaginengineering" a new mission space / Kyle Seiverd -- Bee pollination / Kerry Carley Rizzuto, John Henning, Catherine Duckett -- Finding and using the ART in science lessons / Kevin D. Finson -- Tower design as a STEAM project / Judith A. Bazler -- Using air to move paper airplanes and balloon rockets: the great race / Letitia Graybill -- A mathematical approach to designing insulators / Kathryn E. Pedings-Behling -- Constructing a marshmallow catapult / Warren James DiBiase, Judith R. McDonald, Kellan Strong -- Engineering and art: putting the EA in STEAM / Sara B. Smith -- Using STEAM in marine science: incorporating graphic design into an existing STEM lesson / Callie (Van Koughnett) Dollahon -- Cases on STEAM education in practice: differentiated

instruction / Kathryn L. Servilio.

Sommario/riassunto

"Curriculums for STEM education programs have been successfully implemented into numerous school systems for many years. Recently, the integration of arts education into such programs has proven to be significantly beneficial to students, resulting in a new method of teaching including science, technology, engineering, art, and mathematics. [This book] is an essential research publication for the latest scholarly information on curriculum development, instructional design, and educational benefits of STEAM learning initiatives. Featuring coverage on a range of topics including fine arts, differentiated instruction, and student engagement, this book is ideally designed for academicians, researchers, and professionals seeking current research on the implementation of STEAM education"--

Provided by publisher.