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	Titolo	STEAM power : infusing art into your STEM curriculum / / Tim Needles
	Pubbl/distr/stampa	Portland, Oregon : , : International Society for Technology in Education, , [2020] ©2020
	ISBN	1-56484-819-1
	Edizione	[First edition.]
	Descrizione fisica	1 online resource (158 pages) : color illustrations
	Disciplina	372.35/044
	Soggetti	Science - Study and teaching
		Technology - Study and teaching
		Engineering - Study and teaching
		Arts - Study and teaching
		Mathematics - Study and teaching
		Arts in education
		Interdisciplinary approach in education
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Nota di bibliografia	Includes bibliographical references and index.
	Nota di contenuto	The STEAM mindset -- STEAM implementation -- Classic construction, cardboard, and upcycling -- Film, video, and animation -- Digital photography -- Web design, social media, and podcasting -- Coding -- Digital drawing and design -- 3D design, printing, and construction -- Robotics and drones -- Augmented and virtual reality -- Connections -- Collaboration -- Authenticity -- Sustainability -- The STEAM power challenge.
	Sommario/riassunto	"There are numerous books on STEAM, but most are either arts and crafts project books designed for children or high-level books that can be weighty and inaccessible for new teachers. As an artist/educator who has taught art and technology for years, Tim Needles brings a fresh and unique approach to these topics, focusing on creativity, innovation and collaboration. This accessible and engaging book offers creative ideas for blending arts and STEM learning (STEAM). It covers the fundamentals of STEAM, with project ideas and best practices, while providing insight from educators in the field. Technologies covered

include: coding, robotics, 3D printing, virtual and augmented reality, photography, video, animation and digital drawing. In addition, the book addresses several different approaches to bringing STEAM learning to the next level, such as collaboration, global learning, project-based learning, makerspaces and social-emotional learning"--