

TeachME Professional Development

Introducing STEAM Learning

1. Which component 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. Observations made by STEAM learners with _____ are recorded as seen, and are unchanged by their opinions.

- 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. Utilizing _____ is 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. Well-planned experiments and problem-solving techniques in STEAM demonstrate a _____ manner.

- A. Systematic**
 - B. Diligent**
 - C. Open-Minded**
 - D. Objective**
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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 following 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 such as Leonardo DaVinci 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.**
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