TeachME Professional Development

Introducing STEAM Learning

1. STEM was introduced by the United States National Science Foundation in 2001. According to the course material, the need for STEM learning came about because:

A. Researchers recognized the benefits of incorporating creativity into learning.
B. Multiple published studies and reports emphasized important links between the knowledge of science and technology and successful careers in related disciplines.
C. Prominent artists saw real value in combining artistic and scientific knowledge together.
D. Policy makers had a goal of increasing postgraduate studies in common STEM fields.

---

2. Which component was added when STEM education evolved into STEAM education, beginning with researcher Georgette Yakman in 2006?

A. The Arts
B. Mathematics
C. Technology
D. Science

---

3. Which of the following is listed in the course material as an example of the Arts component of STEAM?

A. Geology
B. Civil Engineering
C. Trigonometry
D. Psychology

---

4. STEAM learners who record data as observed, unaffected by their feelings and hopes for specific results, are demonstrating which value?

A. Integrity
B. Objectivity
C. Precision
D. Appreciation for STEAM

---

5. Students whose experiments and problem-solving techniques are well-planned and follow orderly steps are demonstrating which STEAM value?

A. Diligence and Perseverance
B. Open-Minded
C. Systematic

D. Objectivity

---

6. Students who are careful with using applicable measurement tools and techniques during STEAM learning are demonstrating which value?

A. Ethical Decision-Making
B. Objectivity
C. Diligence and Perseverance
D. Precision

---

7. Which of the following has been identified as a necessary 21st century learning skill?

A. Critical Thinking
B. Independent Thinking
C. Design Thinking
D. Analytical Thinking

---

8. During Focus, the first step of the six-step STEAM process, students:

A. Discover the key elements that created the essential question or problem.
B. Identify an essential question or a problem that requires a solution.
C. Bring together research and decipher what fits and what doesn't with the problem in mind.
D. Express their findings in a creative way.

---

9. Which pedagogical approach allows learners to conduct research and apply knowledge and various skills to find viable solutions to specified problems?

A. Inquiry-Based Learning
B. Integrated STEAM Education
C. Project-Based Learning
D. Makerspace Learning

---

10. Which of the following does the course material recommend as a way to incorporate STEAM learning into virtual learning spaces?

A. Makerspace Learning
B. Research Inquiries
C. Independent Web Searches
D. Virtual Field Trips

Copyright © 2026 TeachME Professional Development

Visit us at https://www.teachmeceus.com