

# 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. STEAM learners who observe and record what is seen, rather than basing observations on their opinions, are demonstrating what characteristic?**

- A. Integrity
  - B. Appreciation
  - C. Precision
  - D. Objectivity
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**4. Which pedagogical learning approach allows learners to conduct research and apply knowledge and various skills to find viable solutions to specific problems?**

- A. Projector Inquiry-Based Learning
  - B. Problem-Based Learning
  - C. Integrated STEAM Education
  - D. Makerspace Learning
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**5. Which of the following is recommended as 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. Students who perform well-planned experiments and use problem-solving techniques in STEAM are demonstrating:**

- A. Systematic skills
  - B. Diligence
  - C. Open-Mindedness
  - D. Objectivity
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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 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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