**The Characteristics of a Great STEAM Lesson**

**S** cience

**T** echnology

**E** ngineering

**A** rts

**M** ath

* **The focus is on real world issues and problems.**

*Students address “real world” problems and seek solutions.*

* **Lessons are guided by the engineering design process.**

*Students try their own research-based ideas, test them and try again.*

* **Students are immersed in hands-on inquiry and open-ended exploration.**

*Student work is hands-on with decisions and solutions being student generated.*

* **Students are involved in productive teamwork.**

*Teachers work together to use the same language, procedures and expectations for students.*

* **Lessons apply rigorous math and science content students are learning.**

*There should be a purposeful integration from math and science standards.*

* **There is an opportunity for multiple right answers.**

*The STEM environment offers rich possibilities for creative solutions.*

* **There is an expectation to learn from what went wrong and try again.**

*Students are expected to learn from what went wrong and try again.*