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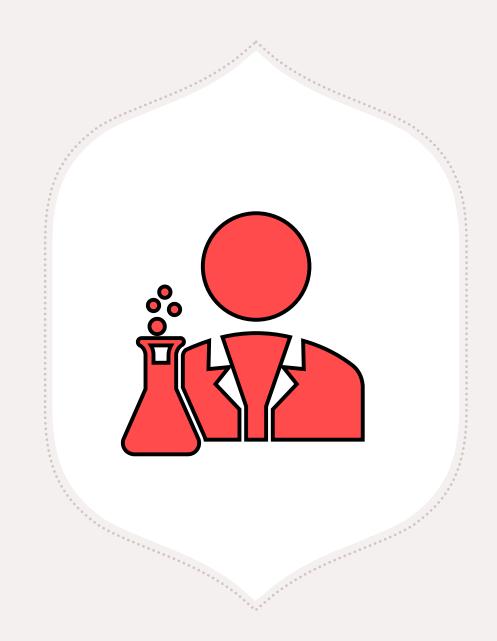
IS THE FIRST LETTER REPRESENTED IN S.T.E.A.M

FUN FACT:

DID YOU KNOW THAT BANANAS ARE RADIOACTIVE?

Science

Science involves lots of exciting experiments so that's what makes it a favourite among many of the students. Science is intended to open children's minds to what the science is behind everyday objects. Science is one of our core subjects so it is utterly important to pay attention when you are being taught.



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CHNOLOCY IS THE SECOND LETTER REPRESENTED IN

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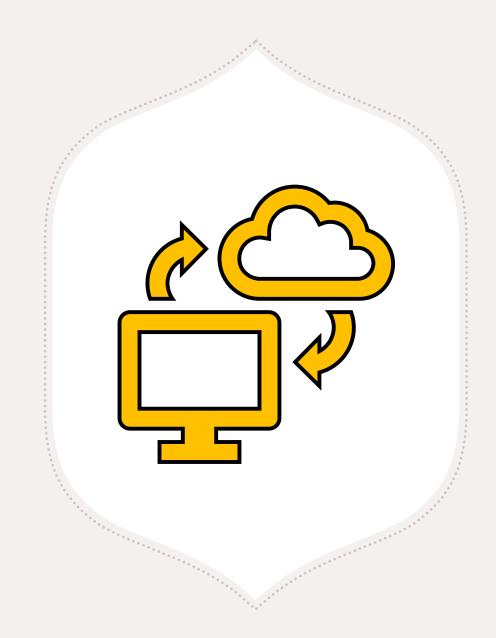
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FUN FACT: DID YOU KNOW THAT THERE ARE 3.8 BILLION ····· INTERNET USERS EVE

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Technology

Technology is learning how to use and control any device or apps inside. In technology (aka computing) it is a really fun subject as pupils get to play around and experiment with different apps and websites online. Please make sure to always be respectful and kind whenever you are online.



Engineering

ENGINEERING IS THE THIRD SUBJECT REPRESENTED IN S.T.E.A.M

FUN FACT: DID YOU KNOW THAT ENGINEERING HAS COME FROM SOME ANCIENT ROOTS?

Engineering

In engineering we learn how things are made and we learn to design our own inventions. The word "engineer" is derived from the Latin ingenium, which is loosely defined as "cleverness" or "native talent." In previous centuries, "engineer" was used only to refer to war engines— which means that back then engineers built fortresses and weapons.



ART IS THE FOURTH SUBJECT REPRESENTED IN S.T.E.A.M

FUN FACT: DID YOU KNOW THAT EVERYBODY IS BORN CREATIVE!!

Art

Art is the favourite subject of many of the children in 'RPS', as we get to unleash all our creativity into our paintings and drawings. Doing art is a great way to express your feelings and to destress after a really long day at school.



Maths

Maths is the fourth subject represented in S.T.E.A.M

FUN FACT: DID YOU KNOW THAT THE NUMBERS ON THE OPPOSITE SIDES OF A DICE ALWAYS ADD UP TO 7

Maths

Maths is another one of the core subjects and it helps pupils recognise number facts. The earliest evidence of written maths dates back to 3500 BCE. Most maths symbols were invented during the 14th and 15th centuries and are now globally used nation wide.



SHELC - Cars! Cars! Cars! Force & Motion SHATA - The Force of Friction SHCCA - Lights, Electricity, & Illuminated Minds: Completing the Circuit

SCHOOL DISTRICT

PRESENTS

Science

STEAM

MARCH 15

GROWING FUTURE INNOVATORS, CREATORS, AND MAKERS FOR THE 21ST CENTURY

WEEK 2027

Mathematics

SCIENCE • TECHNOLOGY • ENGINEERING • MATH

Hope you enjoyed

Please let us know if there is any pieces of work that you would like to be put in the newsletter that fits into any of these subjects.

This PowerPoint is made from the creators of the STEAM newsletter.

