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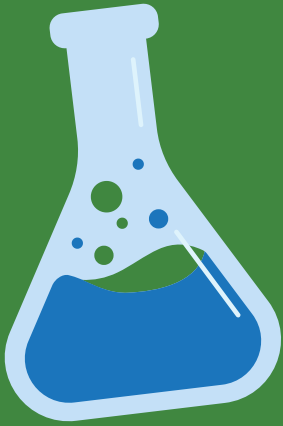
STEAM Toolkit

The Oregon Department of Education is proud to launch a new resource for educators: the STEAM Toolkit. This toolkit supports the integration of Science, Technology, Engineering, Arts, and Math into engaging, equitable classroom experiences.

What's Inside:

- Ready-to-use lesson ideas
- Equity-focused strategies
- Program planning supports
- Real-world STEAM applications

Why This Matters:

STEAM education fosters creativity, critical thinking, and collaboration—skills essential for student success in school and beyond. Content integration supported by STEAM pedagogy creates connected and authentic learning experiences for Oregon scholars.

STEAM strategies that can increase engagement, deepen understanding and strengthen literacy include:

- Place-Based Learning — Tied to local settings such as forests, ocean, rivers, or community spaces
- Project-Based Learning — Centered on meaningful projects impacting students
- Inquiry-Based Learning — Driven by curiosity, e.g. exploring scientific phenomena or artist's work
- Applied Learning — Focused on real-world skills, such as programming or engineering solutions
- Career Connected Learning — Linking school to future pathways, often connected to local industry, colleges, and universities