

Steam Building Usage 2025

Steam Building Usage Goals

- Great Classrooms creating Engagement
- peer supported
- shared purpose
- academically oriented
- openly networked
- interest powered
- product centered

Reenacting Events







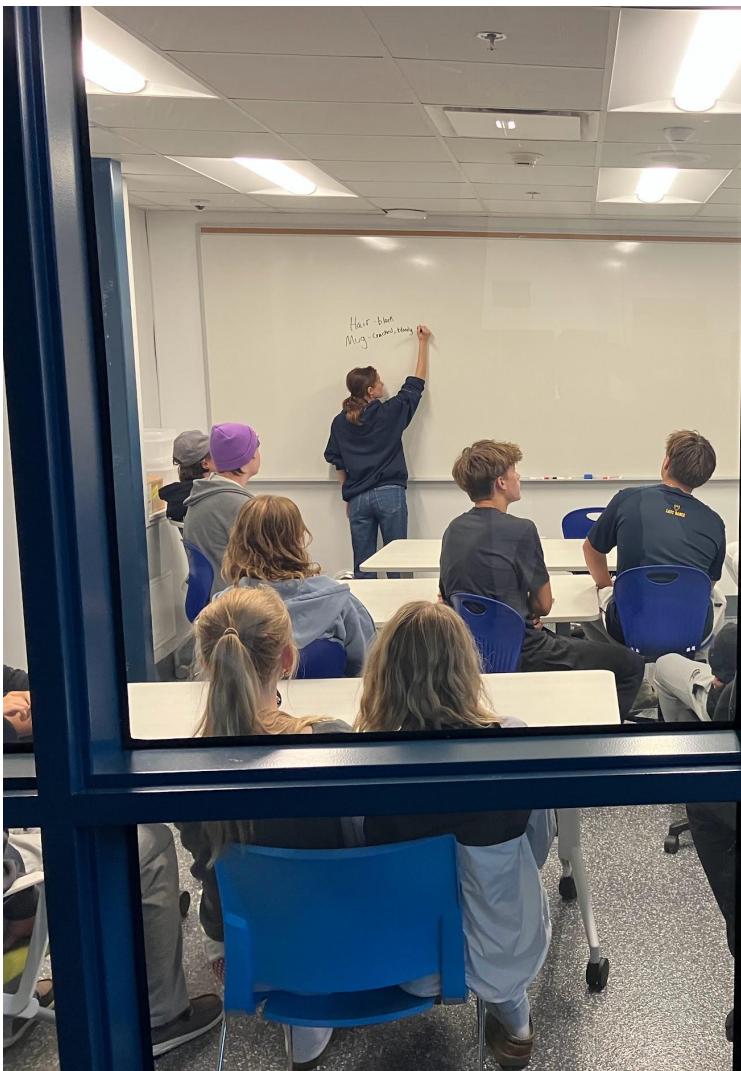
Engineering Props for the Play





Instructional Space







Cross Curricular Projects



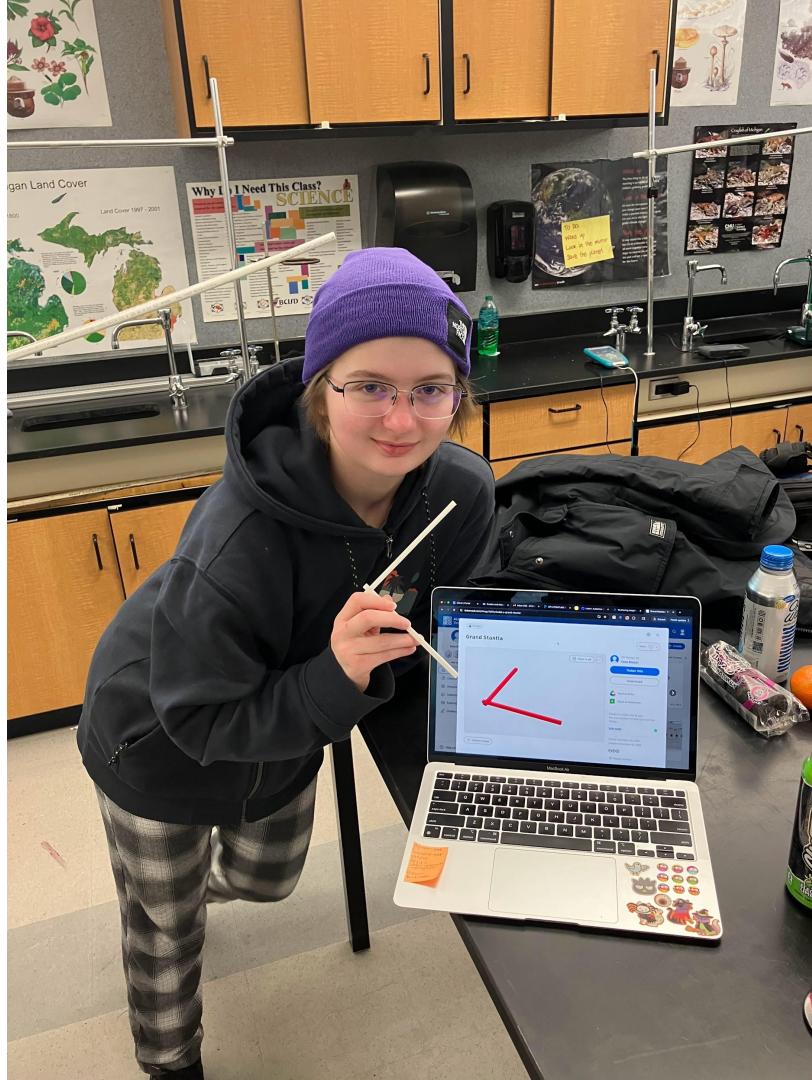














STEAM in other Places





Special Events



Recycling and Clean-up



Additional STEAM









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