

On 27th July, the corridors of Primary buzzed with frenzied excitement. The event that generated so much excitement amongst the fourth graders was the STEAM challenge.

STEAM is based on the idea of educating students in five specific disciplines — science, technology, art, engineering and mathematics — in an interdisciplinary and applied approach.

STEAM education creates critical thinkers, increases science literacy, and enables the next generation of innovators.

This idea was approached with a systematic scheme of thought. Students were divided into groups and the parent volunteers from grade 4 helped us to supervise the students.

Students were required to build and launch a rocket (fin and finless) and then conduct trials to observe which one went farther.

Each team was given 10 minutes to construct and later 10 more minutes to conduct their trials. They wrote down their observations and test results. This was followed by an in-depth discussion on how students carried out the experiment. They identified each letter of acronym STEAM with the activity.

The hands-on activity and their individual collaborative efforts made the students understand that intelligent use of science and technology are the tools with which to achieve new direction and mindset. It also helped them understand why we learn what we learn as, through this activity they were able to visualise the application of their knowledge and concepts in real life.

Creativity is the secret sauce to Science, Technology, Engineering and Math and our fourth graders once again discovered and tasted it.

