



Idle Wheel, p. 106

STEAM

IN KINDERGARTEN - 16 AND BEYOND

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SCIENCE

TECHNOLOGY

ENGINEERING

ARTS

MATHEMATICS

STEAM K-16

PROGRESS
INNOVATION

STEAM K-16



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PROSPERITY

STEAM K-16



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**PROGRESS
INNOVATION
PROSPERITY**

STEAM K-16

SCIENCE

TECHNOLOGY

ENGINEERING

ARTS

MATHEMATICS



WHY KINDERGARTEN -16?

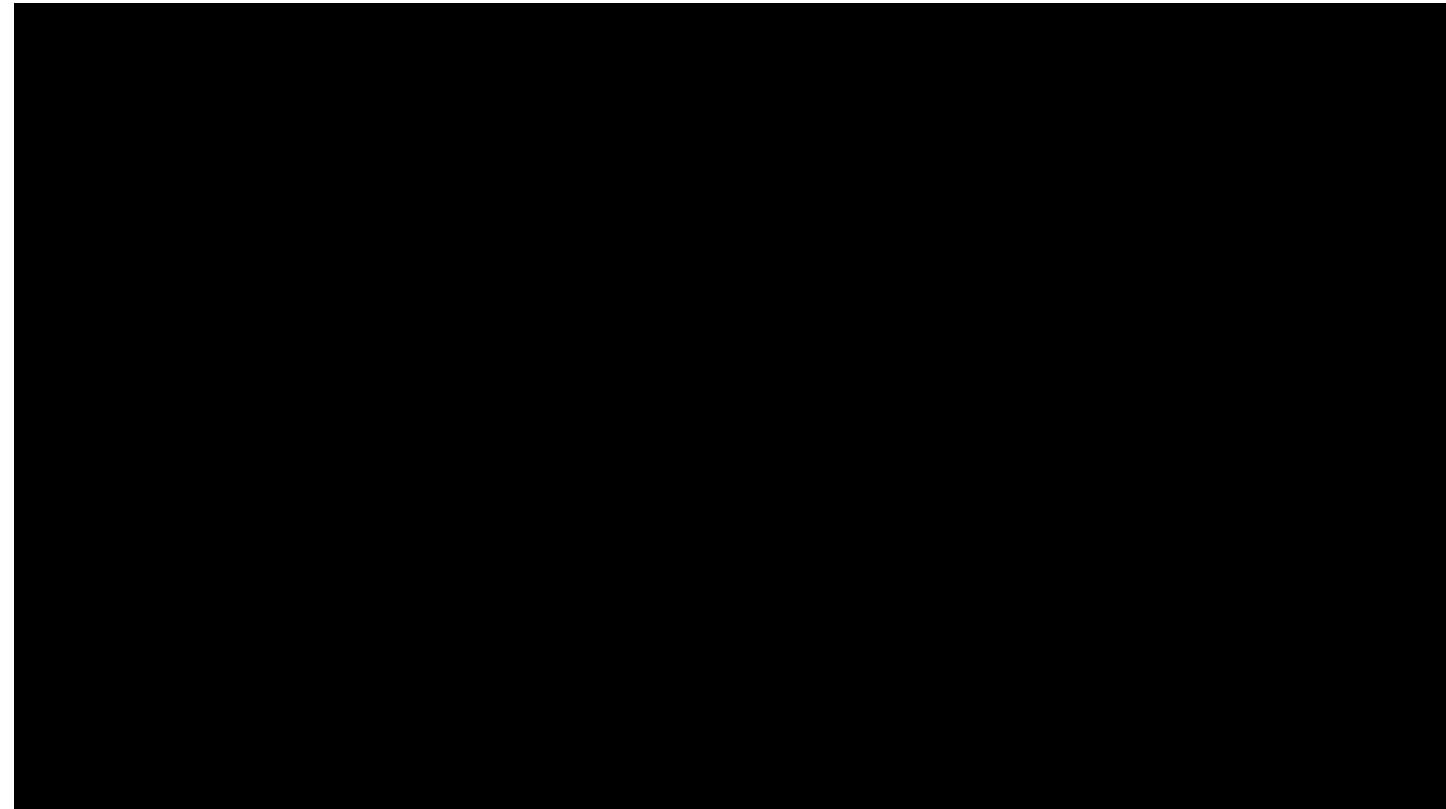


STEAM K-16





SCHOOL DISTRICT #73 (KAMLOOPS/THOMPSON) K-12
PARTNERSHIPS WITH
THOMPSON RIVERS UNIVERSITY
UNDERGRADUATE (13-16)+



STEAM K-16



STEAM K-16

GRADES K-7

**BERT EDWARDS
SCIENCE & TECHNOLOGY
SCHOOL**

STEAM K-16



GRADES K-7

EUREKA!

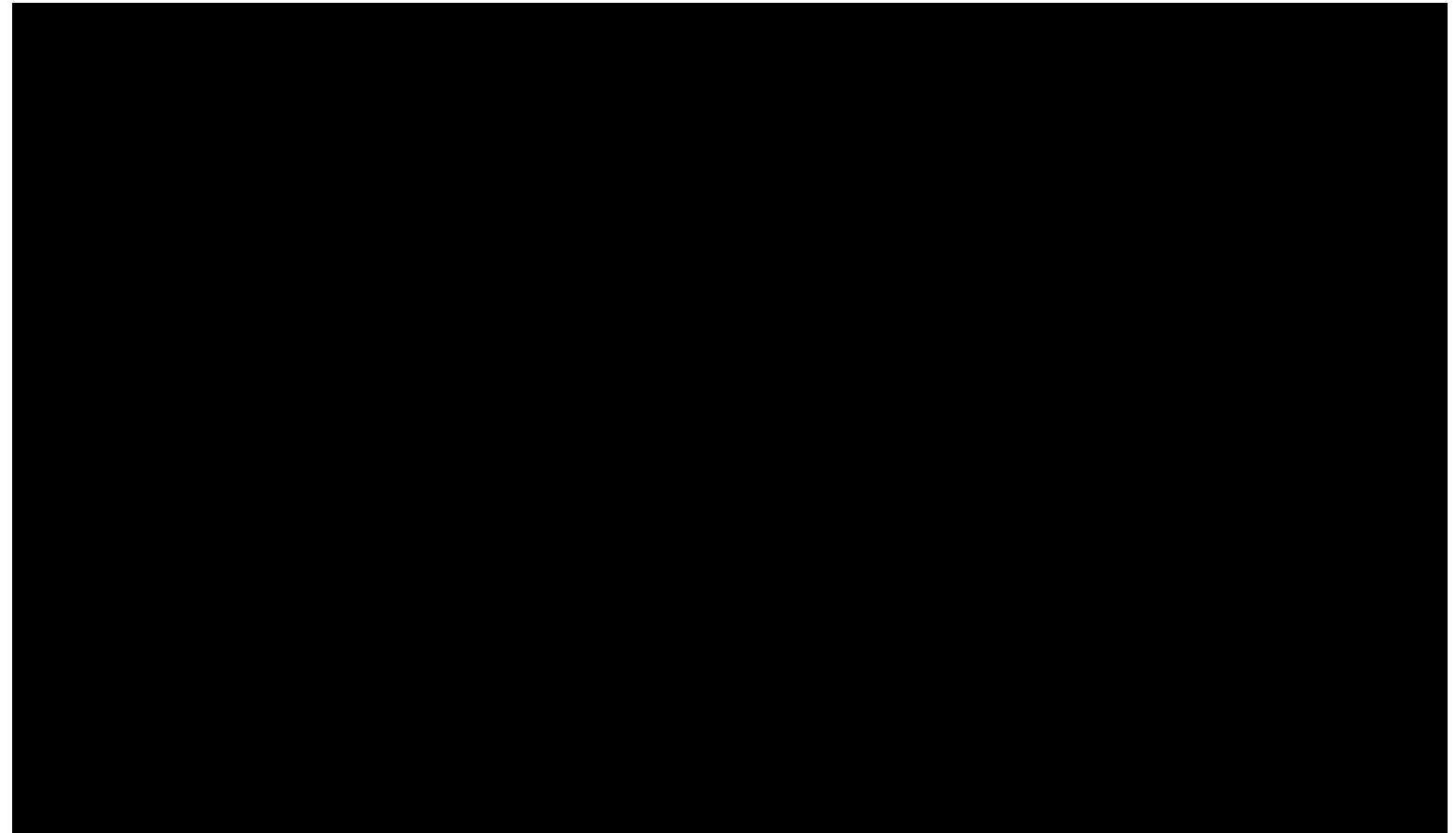
**BIG LITTLE SCIENCE
CENTRE**

STEAM K-16



GRADES K-12

**INQUIRY BASED
LEARNING**



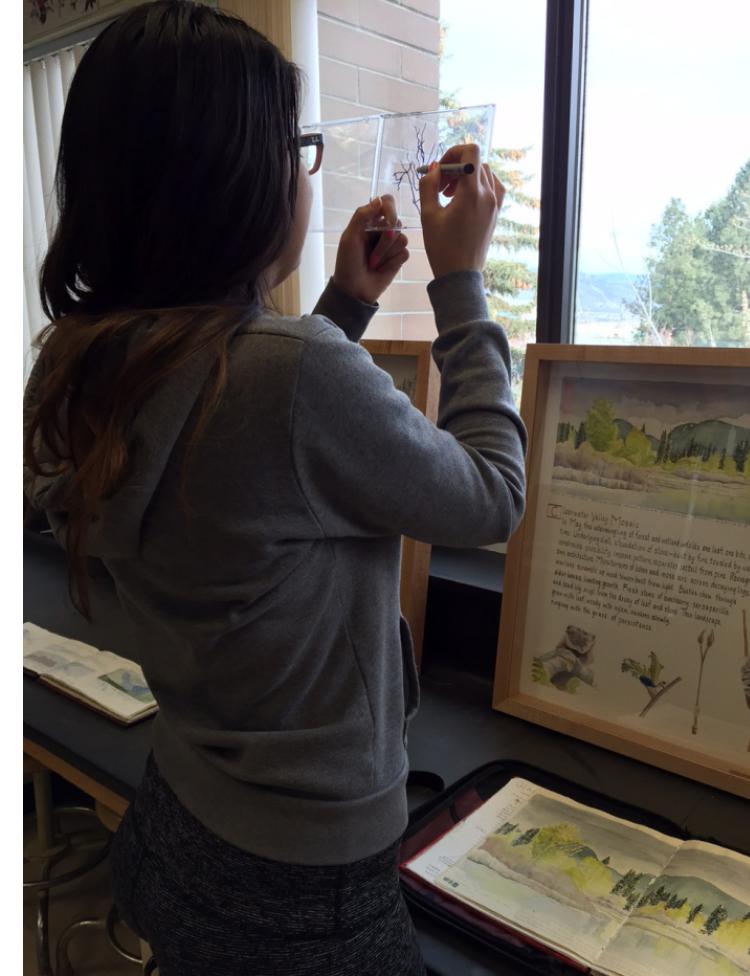
STEAM K-16

GRADES 8 - UNIVERSITY

INTERNATIONAL BACCALAUREATE

REMOTE CHEMISTRY LAB

STEAM K-16





PORTABLE LABS

IPADS CHROMEBOOKS

STEAM K-16



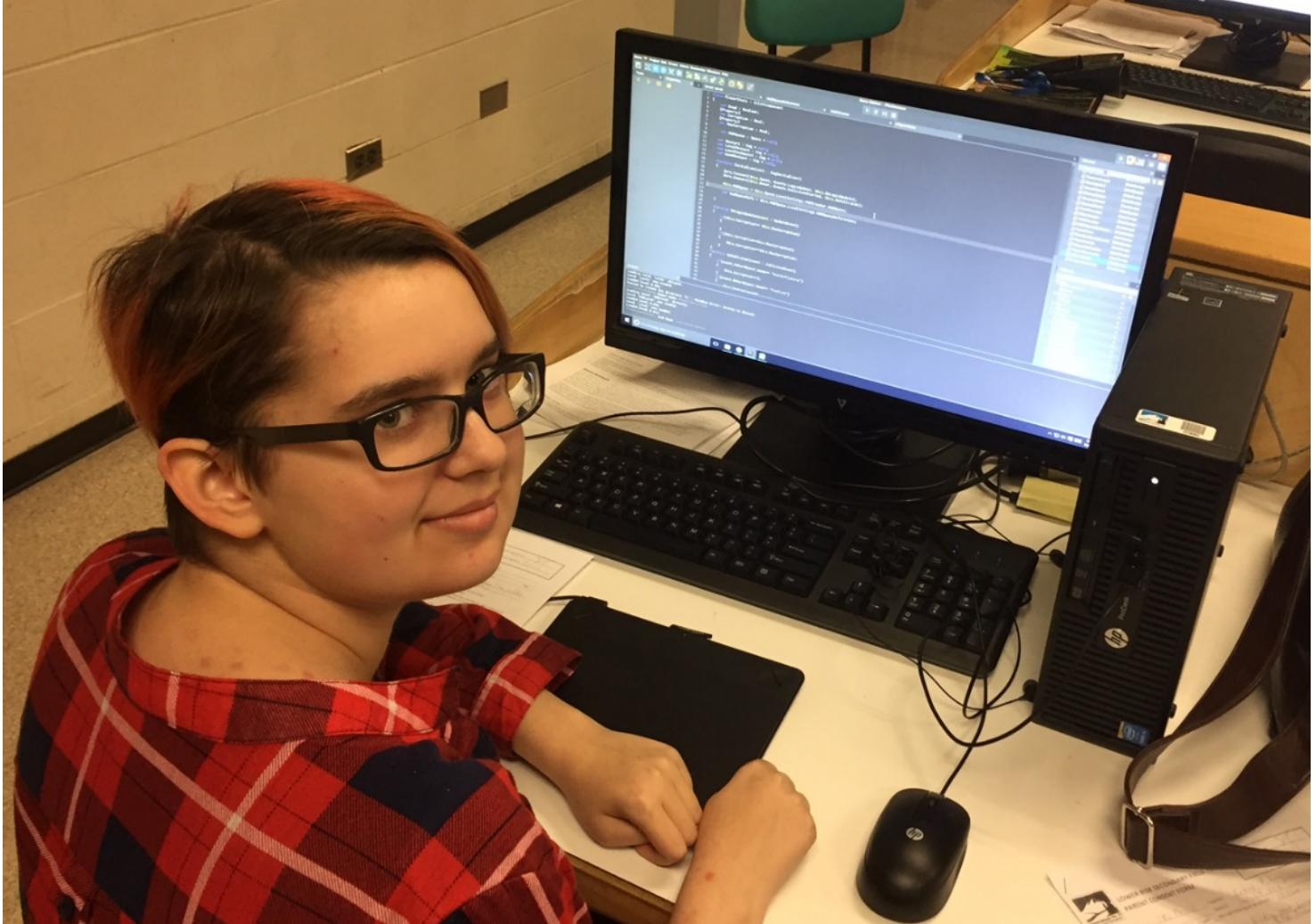
B.Y.O.D.



STEAM K-16

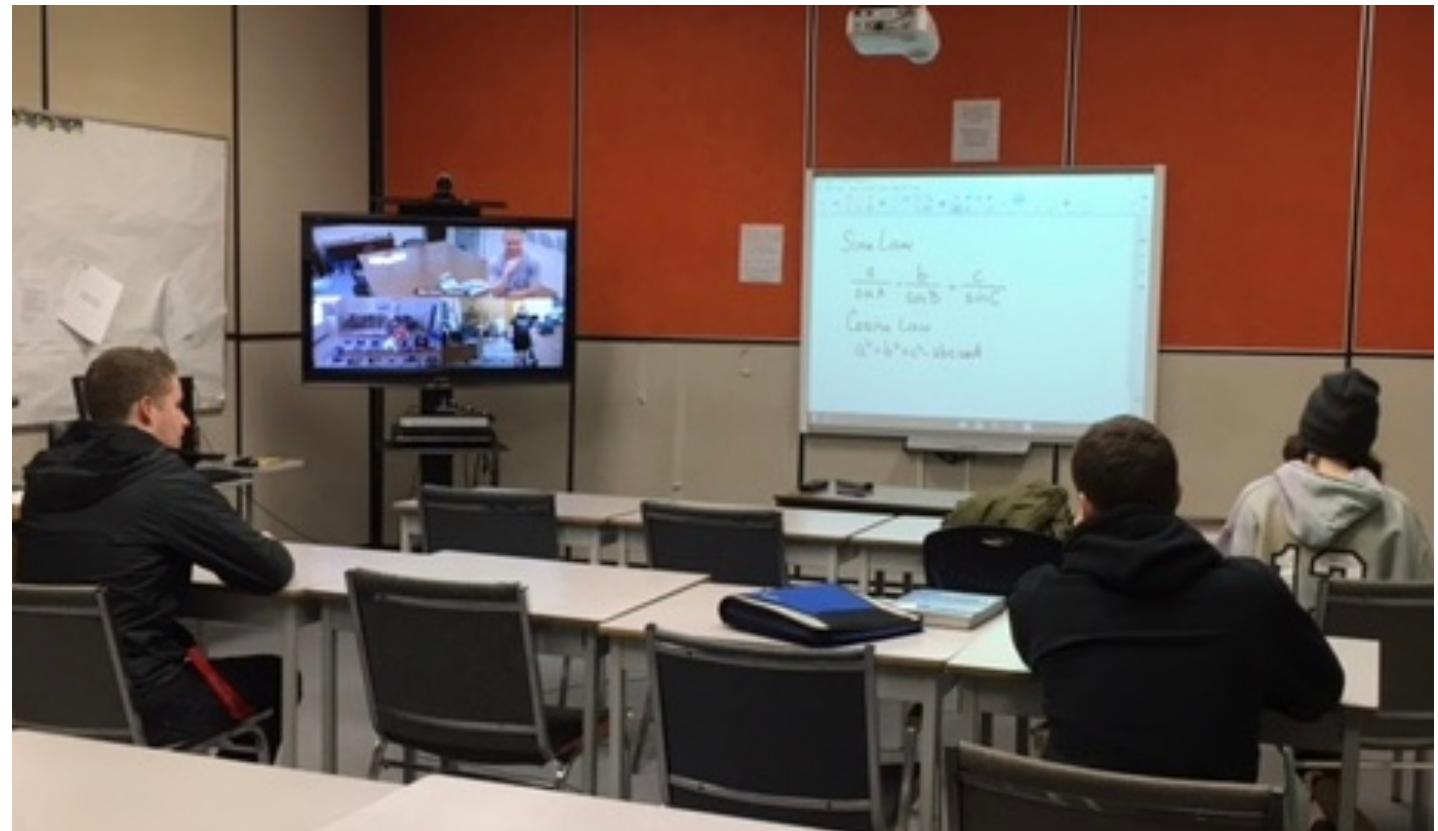
DIGIPEN ACADEMY

- CODING
- VIDEO GAMES
- ANIMATION



STEAM K-16

VIDEO CONFERENCE CLASSES

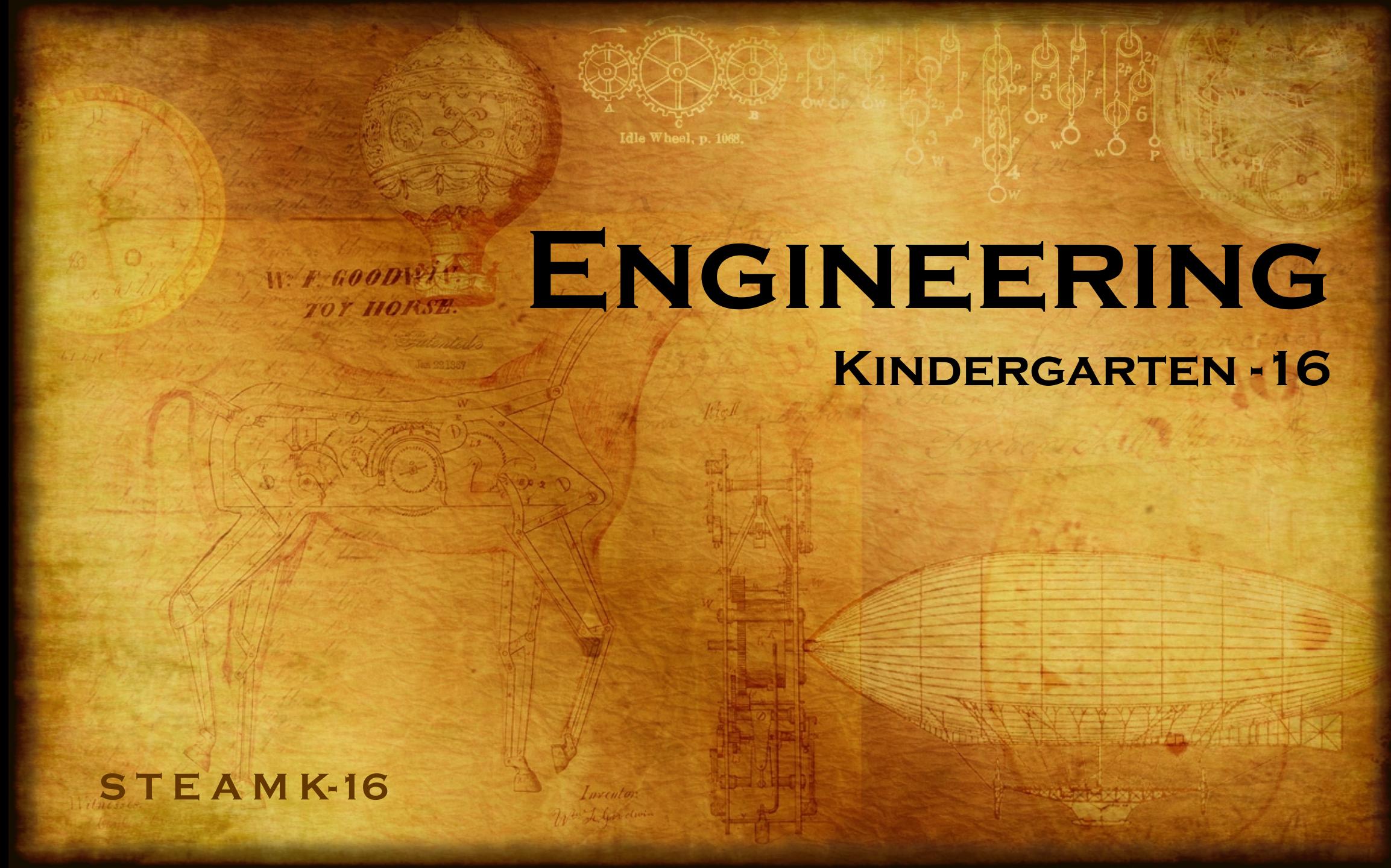


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LEARNING COMMONS

- PROJECT STATIONS
- VIDEO GREEN
SCREEN





ENGINEERING

KINDERGARTEN - 16

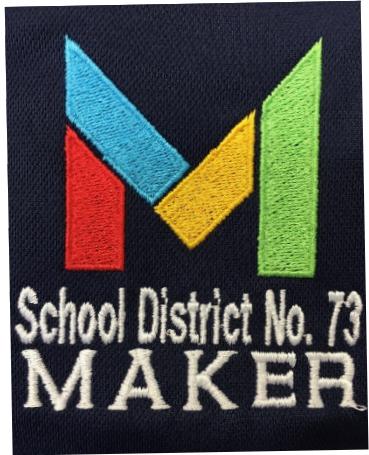
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STUDENT SPACEFLIGHT EXPERIMENTS PROGRAM

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MAKER DAYS



STEAM K-16

“HEAVY METAL ROCKS”

STEAM K-16



“HEAVY METAL ROCKS”

STEAM K-16



STEAM K-16

W. F. GOODWIN.
TOY HORSE.

Inventor:
W. F. Goodwin

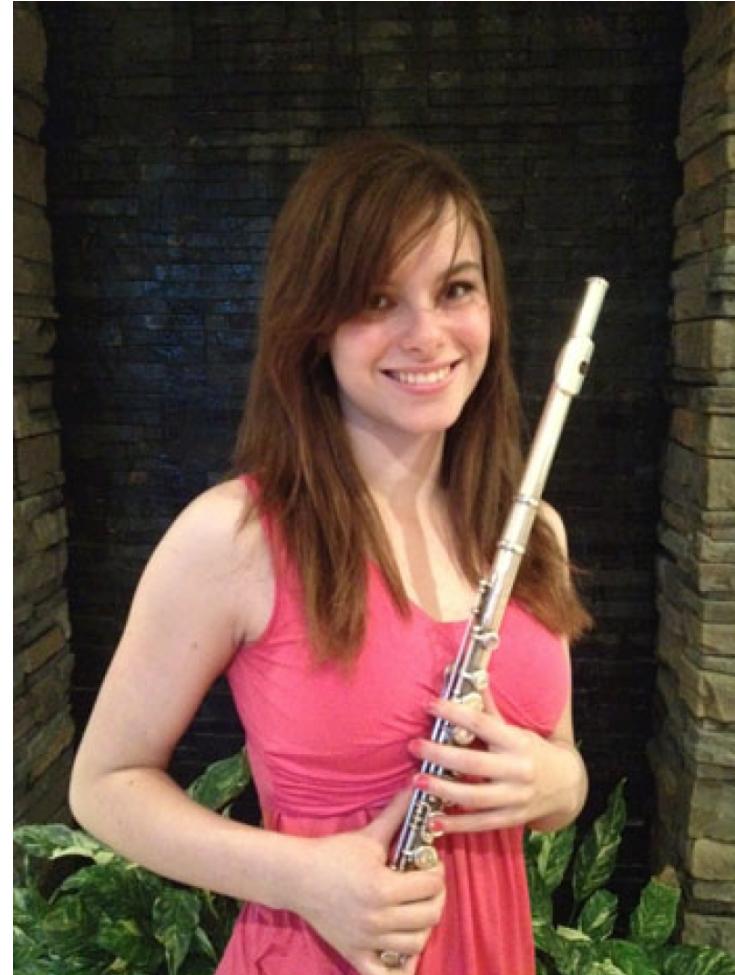


INTEGRATED ARTS CURRICULUM

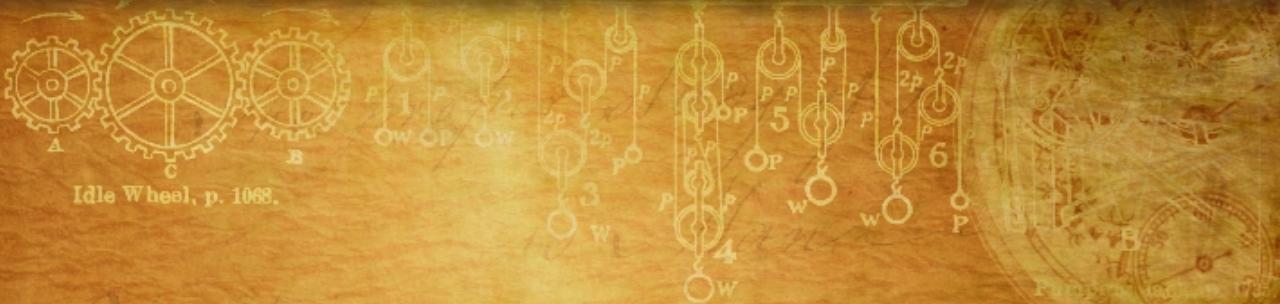
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DEMONSTRATING STEM LEARNING THROUGH THE ARTS

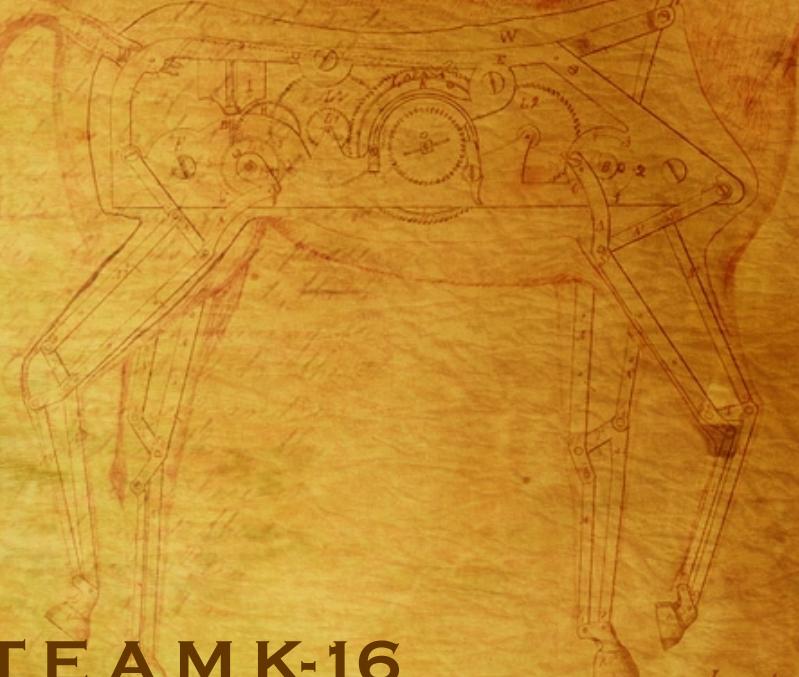


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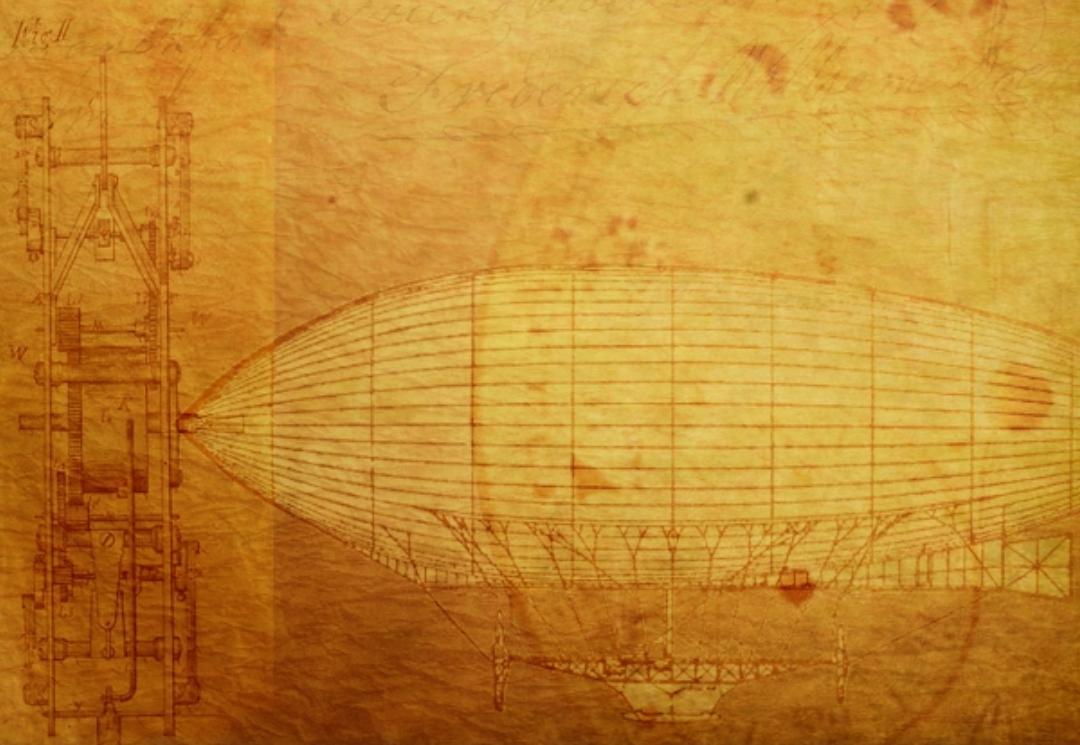


MATHEMATICS

KINDERGARTEN -16



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FAMILY MATH NIGHTS



STEAM K-16

FAMILY OF SCHOOLS INNOVATIONS



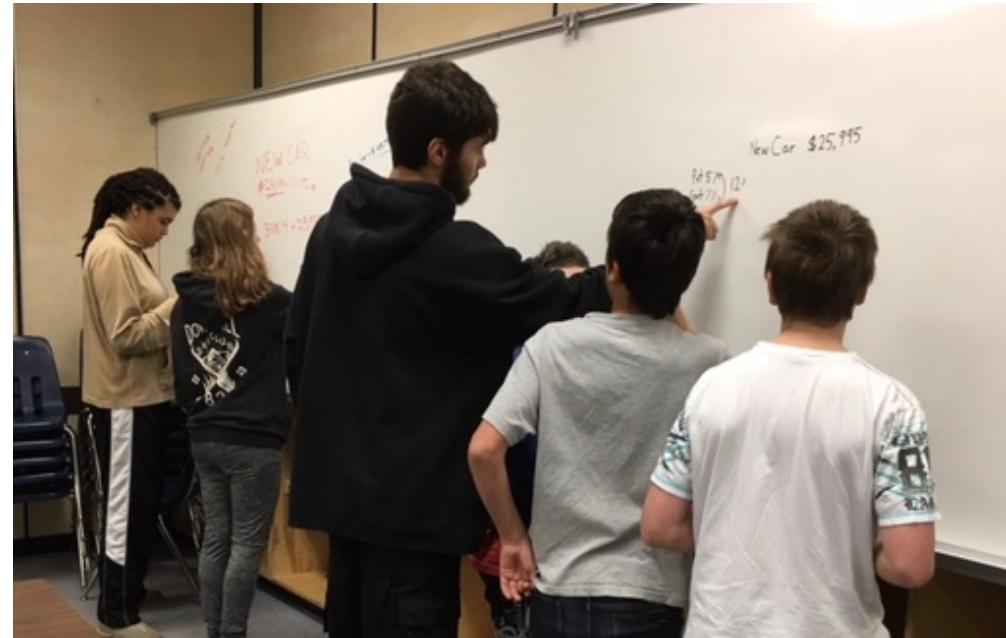
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NON-PERMANENT VERTICAL SURFACES

VISIBLY RANDOM COLLABORATIVE GROUPS

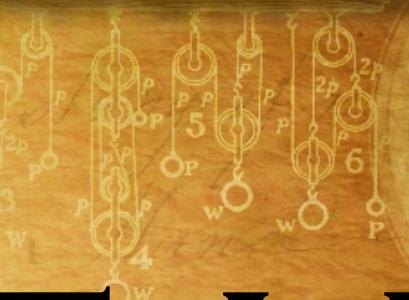
[HTTP://WWW.PETERLILJEDAHLCOM](http://www.peterliljedahl.com)

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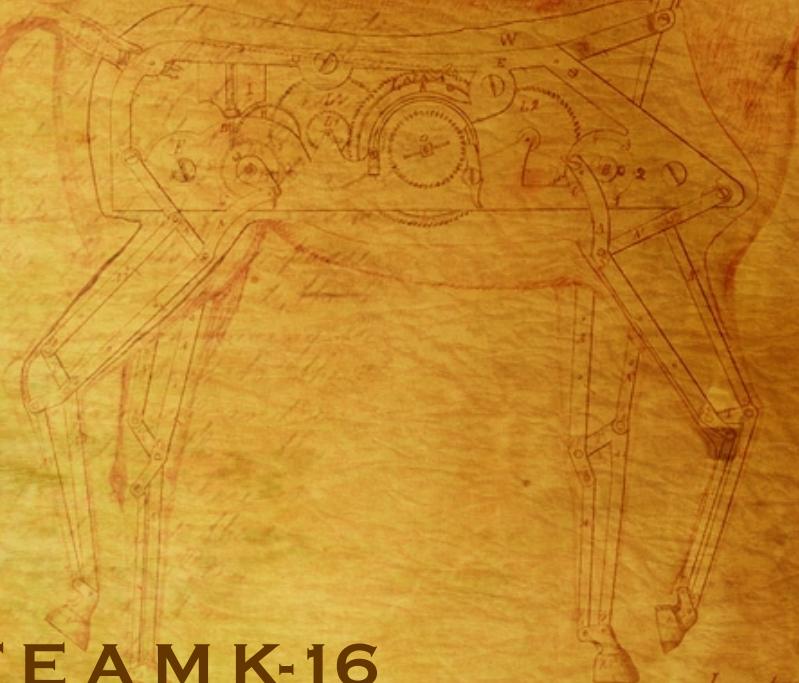


Idle Wheel, p. 1068.



STEAM

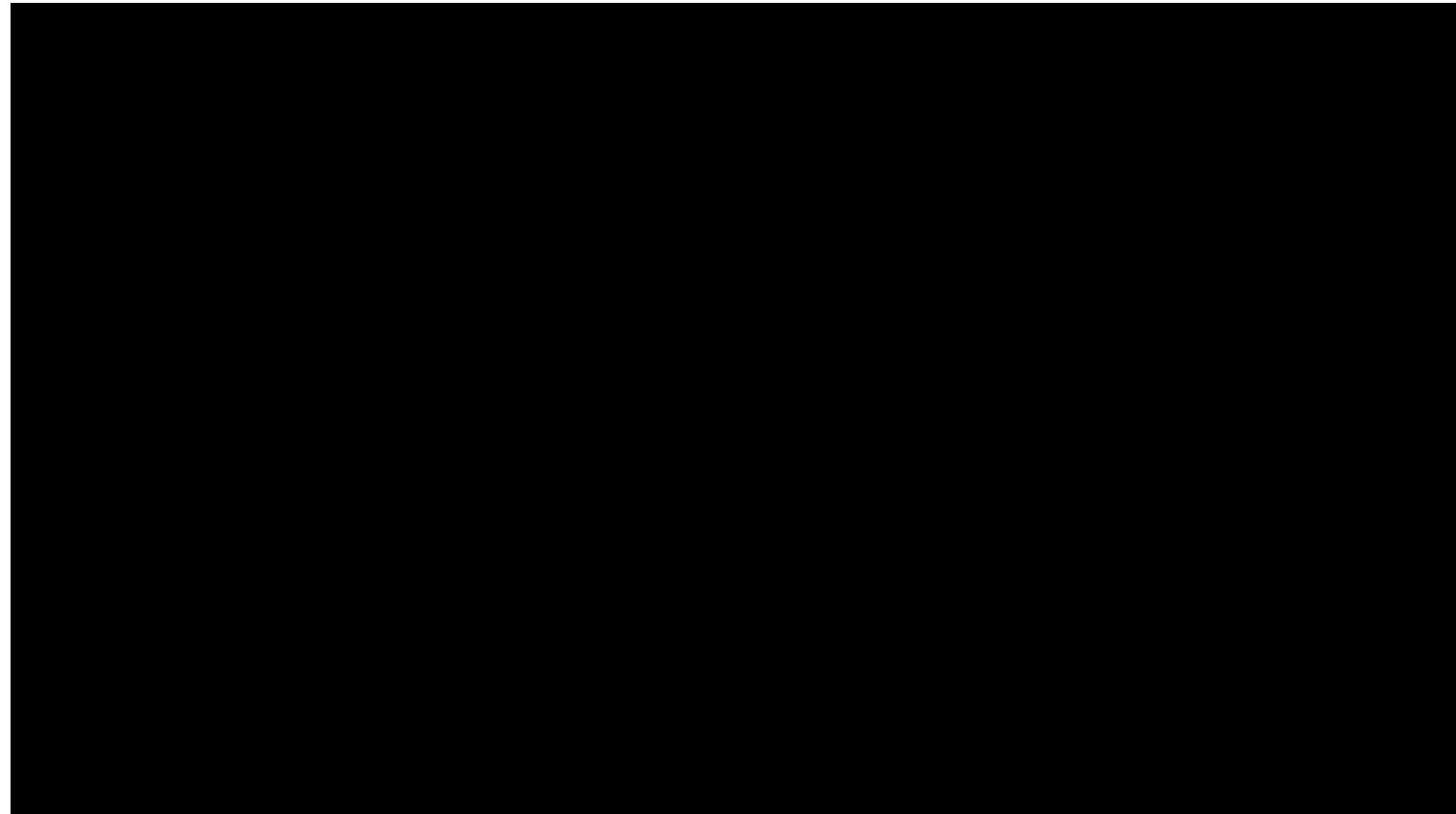
KINDERGARTEN - 16



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INTERDISCIPLINARY AND INTERINSTITUTIONAL



STEAM K-16

A PERSONAL STORY



STEAM K-16

STEAM K-16

SCIENCE
TECHNOLOGY
ENGINEERING
ARTS
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LEADERSHIP
ARTS
SPORTS



Westsyde Secondary School
School District #73
Kamloops/Thompson



**THOMPSON
RIVERS
UNIVERSITY**



University
of Victoria



SIMON FRASER
UNIVERSITY

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rosschurchley.com

Ross Churchley

GRAPH THEORIST · SOFTWARE DESIGNER · CURIOUS PERSON

research · projects · blog

How to Catch Legendary Pokémons

[blog](#)

The year was 2000, a few years after Nintendo made *Pokémon Red and Blue*. I was in grade 7, and had spent much of the last few years finding, capturing, training, and battling every Pokémons I could. Finally, I had caught all 150 available species and completed my Pokédex, and I desperately wanted Nintendo to make more.



Pokémon box-art mascots Charizard, Blastoise, Pikachu, Lugia, and Ho-Oh

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**LEADERSHIP
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SPORTS**

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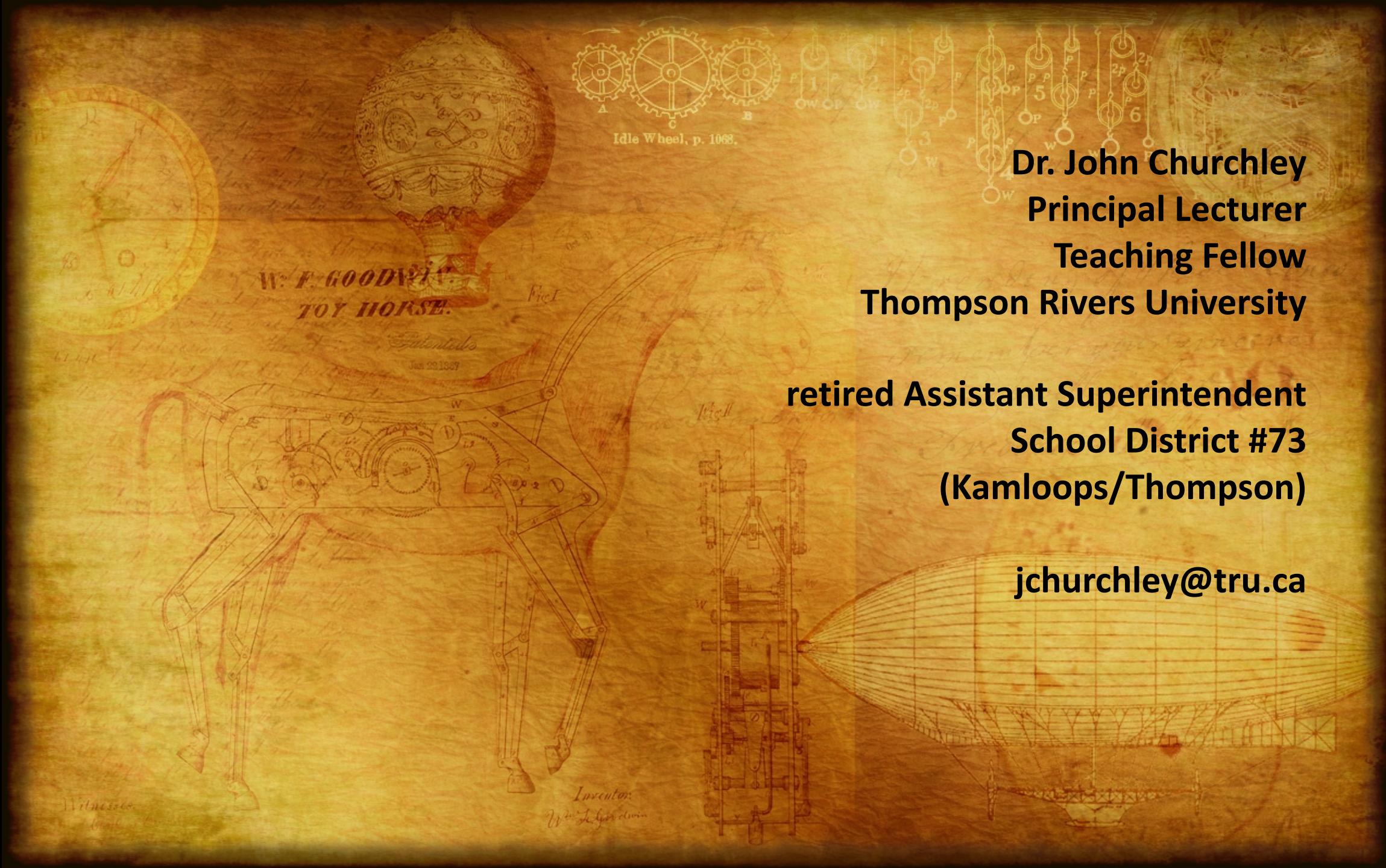
THUNDERBOTS – ROBOCUP 2015, HEFEI, PRC

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Presentation slides

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Title slide design by Valeriana Solaris
<http://valerianasolaris.deviantart.com/art/Steampunk-Wallpaper-153456161>