How to boost engagement with STEAM subjects in Primary education

What is STEAM education?
STEAM stands for Science, Technology, Engineering, Arts and Mathematics. These subjects are undeniably shaping the world around us and our society’s future. Rob McGregor, Director of STEAM Powered Education, explores how and why you should create an engaging STEAM education for Primary learners.

Spotlight on STEAM education in Primary
STEAM education develops a mindset that can be encouraged even in the Foundation Years. From activities involving building blocks to water play exploring the basic rules behind hydraulics, there are a host of opportunities to help children develop the exploratory skills needed for a bright STEAM future, whatever their age.

Skills which can be developed through a STEAM-based Primary education include:
- Perseverance
- Problem-solving
- Experimentation
- Spatial awareness
- Construction skills
- Fine motor skills
- Teamwork

Top tips
Top tips from Rob McGregor to help boost engagement in STEAM for primary learners
- Keep activities short for younger children. *Have a range of learning options lined up.*
- Keep an eye on the big picture. *Focus on key STEAM concepts, such as mechanical advantage in engineering, when planning activities.*
- Break up the day with plenty of physical activity. *Children lose concentration if they are expected to focus for long periods indoors.*
- Don’t spend more than six weeks on any one project. *Primary school children will lose interest if a STEAM activity goes on for too long.*

For more information on Robert McGregor and STEAM Powered Education visit [www.steam-powered-education.co.uk](http://www.steam-powered-education.co.uk)

To find out more about Pearson’s Support for Primary Maths, please visit [Support for Primary Maths | Pearson UK](http://www.pearson.co.uk/support/primary-maths)