

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.



Rob McGregor

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

To find out more about Pearson's Support for Primary Maths, please visit [Support for Primary Maths | Pearson UK](#)