Full S.T.E.A.M Ahead

City of Las Vegas

Sherita Rogers, Community and Youth Development Officer
Youth Development and Social Innovation- Safekey

Gerardo Luevanos, Senior Recreation Leader
Parks and Recreation
Building & Measuring
1. If you had to measure your height in Oreos, how many Oreos tall do you think you would be?
2. What are 5 things you need to make a fort in your house?
3. Besides a mountain, what else could you make out of mashed potatoes?
4. If you could build a house out of any material, what would it be and why?
5. If you had all the LEGO's in the world, and the time to do it, what would you build?

Understanding the World Around Us
6. What would happen if earth lost its gravity for a day?
7. What would happen if we humans could start living in space? Would you want to live in outer space? How come?
8. Why do you think soda has bubbles in it? Why does it stay fizzy?

Inventive Thinking
9. Build your own board game. What does the board look like, what are the game pieces, and how do you win?
10. 100 years from now, what do you hope has been invented?

Adapted from ParentsTogether2019
What is STEAM?

Science-
The intellectual and practical activity encompassing the systemic study of structure and behavior of the physical and natural world through observation and experiment.

Technology-
The application of scientific knowledge for practical purposes, especially in industry.

Engineering-
The branch of science and technology concerned with design, building, and use of engines, machines, and structures.

Art-
The expression or application of human creative skill and imagination, typically in a visual form such as painting or sculpture, producing works to be appreciated primarily for their beauty or emotional power.

Mathematics-
The abstract science of numbers, quantity, and space. Mathematics may be studied in its own right, or as it applies to other discipline such as physics and engineering.
STEAM is opening doors!

By using Art we can incorporate all facets of a program to ensure that each child benefits and learns about Science, Technology, Engineering and Math. This causes innovation, wonder, inquiry and removes limitations from the child’s development.
“The educational results in students who take thoughtful risks, engage in experimental learning, persist in problem solving, embrace collaboration, and work through the creative process. Theses are the innovators, educators, leaders, and learners of the 21st century.”

-Institute for Arts Integration and STEAM
The US Department of Education reports that the number of STEM\Steam jobs in the United States will grow by 14% from 2010 to 2020, growth that the U.S. Bureau of Labor Statistics term as “much faster” than the national average of 5-8% across job sectors. This study also has shown the median annual wages of $84,00 for STEAM jobs, compared to $37,020 for all occupations.

--University of San Diego
City of Las Vegas Safekey/ Ignite Program

Safekey is a before and after-school youth enrichment program offered at 70 CCSD elementary schools within the city of Las Vegas. It is designed for children attending kindergarten through fifth grade. Safekey is a fee-based program offering fun activities for any interest– including physical fitness, nutrition education, Reader’s Theater, STEAM activities, homework help and healthy snack.

Ignite is a middle school version of Safekey with programs and activities geared toward older youth and teens. The city of Las Vegas currently offers the Ignite program at 5 middle schools.

City of Las Vegas Safekey uses STEAM in everyday curriculum because we feel it is the most effective way to show the child unlimited possibilities.
S.T.E.A.M. in action!

City of Las Vegas Safekey/ Ignite STEAM Programming:
• Ozobots
• Snap Circuits
• Hand Drones
• Reader’s Theater
• Arts and Crafts
• Family Engagement Nights
City of Las Vegas Parks and Recreation utilizes STEAM curriculum in classes, programs, and activities for all ages in the following setting:
- Parks & Recreation events
- Individual and Group classes
- Winter, Summer, Spring, and Day camps
S.T.E.A.M. Camp
Science in City of Las Vegas Safekey\ Parks and Recreation
Technology in City of Las Vegas Safekey\Parks and Recreation
Engineering in City of Las Vegas Safekey Parks and Recreation
Art in City of Las Vegas Safekey\ Parks and Recreation
Mathematics in City of Las Vegas Safekey\ arks and Recreation
Thank you!
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Part II

City of Las Vegas

Sherita Rogers, Community and Youth Development Officer
Youth Development and Social Innovation- Safekey

Gerardo Luevanos, Senior Recreation Leader
Parks and Recreation
4 Rotations of Hands-On Activities
You will have 10 minutes at each station and then rotate as a group.

1. Ozobots
2. Snap Circuits
3. Lego Ducks
4. Stacking Cups
Final Thoughts

• In today’s world we must incorporate STEAM activities to make learning fun, engaging, and relevant.

  • It can be done with little to no funding.

    • The possibilities are limitless.
GO FULL STEAM AHEAD!

THANK YOU!