

Year of STEAM

All-Inclusive STEAM Enrichment K-8 Solutions

- ★ Expanded Learning Programs
- ★ Summer Programs
- ★ Out-of-School Programs

An example of a year of programming...

Looking for a customized solution
based on your program needs?
Contact a STEMBassador
edventures.com/consult



	K	1st	2nd	3rd	4th	5th	6th	7th	8th
Q1									
Q2									
Q3									
Q4									
Tech Requirements			6 devices for Rockin Robots (tablet, Chromebook)		5 devices for Claymation (laptop, desktop)	6 devices for Ready, Set, Drone! (smartphone, tablet)	5 devices for Podcasting (laptop, desktop, Chromebook)	6 devices for Video Production (tablet)	1 device per student for Blocksmith (laptop, desktop, Chromebook)