Observer:	Session:	Location:	Partner:	Date:	@



STEAM Framework

Dimensions (D) Indicators (I)				
Engagement	Spending time in experiential play Learning to try new things with others Sharing what they know Wondering and reflecting Spending time in experiential play			
Multiage Learning ML	1 Involving whole families 2 Playing with library staff 3 Watching to learn 4 Amazing adults with child's capacity			
Expressing Pride & Joy	1 Taking care of materials used 2 Respecting space 3 Persisting until satisfied 4 Expressing happiness 5 Building confidence			
Taking Risks/ Critical Thinking	1 Taking physical risks 2 Taking social/ emotional risk 3 Taking intellectual risk 4 Developing critical thinking skills			

i) Record Observations									
Time:	D/I:	Note:	Att. Code:	0	$\stackrel{\wedge}{\sim}$				