STEAM Framework

Dimensions (D)  Indicators (I)

**Engagement**
1. Spending time in experiential play
2. Learning to try new things with others
3. Sharing what they know
4. Wondering and reflecting
5. Spending time in experiential play

**Multiage Learning**
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

**Record Observations**

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