

TRITT TIGER TALK

Tritt Tiger Talk provides a glimpse into part of your child's experience at Tritt.
Click [here](#) to learn more about the TTF.



Test Your STEAM Smarts:

1. STEAM means?

- a. Science, Technology, Education, Art, Math
- b. Science, Teamwork, Education, Art, Music
- c. Science, Technology, Engineering, Art, Math
- d. Someone did not run the suction fan in the bathroom

2. Tritt was one of the first schools in Cobb County to receive multiple STEM certifications.

True or False?

3. The STEAM process encourages:

- a. solving problems alone, using one method
- b. clearly defined rules with little ambiguity
- c. critical thinking while considering the effects of manipulating different variables

4. The ultimate goal of STEAM is to:

- a. produce vapor-based energy sources for schools
- b. create more acronyms for parents to learn
- c. Explore real-world concepts and solve problems using the engineering design process while working collaboratively

Answers: 1: c 2: true 3: c 4: c

Announcing ...!

Tritt's **STEAM Stop**, formerly Room 602, was once an empty classroom in the annex functioning as a disheveled storage room. Thanks to paint, flooring, and funding provided by donations to the TTF, as well as a good bit of sweat and hard work, it's being transformed into a bright, organized functional space. We're taking you **behind the scenes** to show you work in progress, and how the **STEAM Stop** will be used.



STEAM STOPPin'

with Mr. Casey and Crew



EXSTEAM
MAKEOVER
IN
PROGRESS ...

Mr. Adam Casey, Tritt Elementary Assistant Principal, has helped blaze the path for Tritt's STEAM initiative. In fact, Mr. Casey has been instrumental (a word he loves!) in envisioning Tritt's STEAM Stop, funded entirely by donations to the TTF.

First, could you tell us a little bit about STEAM and why it matters?

"Absolutely! Science, Technology, Engineering, the Arts and Mathematics, combined with the Engineering Design Process, is an amazing way for our students to collaborate, dialogue, and problem solve while using critical thinking skills. STEAM helps *link* subjects and because of that, students are making even greater connections overall. They are able to solve (or begin solving) real-world problems. We see creativity and engagement soaring. Which brings us to the STEAM Stop and why it was perfect timing to create the room."

What is the STEAM Stop and what does it contain?

"The STEAM Stop is a room in the Annex (602) that will house Tritt's consumable and non-consumable STEAM supplies, allowing our teachers and students to engage fully in STEAM learning. Supplies include foam balls, egg cartons, cardboard boxes, musical instruments, hula hoops, cones, drills, screwdrivers, 3-D writing pens, art supplies, pancake bots (yes, you read that correctly!), and even puppets and puppetry props designed to bring more of the arts into classrooms."

Who will have access to the STEAM STOP resources?

"The room belongs to everyone! Unless safety is a concern, *all* students will have access to the STEAM resources and supplies. This mindset encourages collaboration and creativity; we want to encourage both! Our goal is to ensure a great mix of supplies so that the STEAM Stop becomes a one-stop-shop for teachers and students."

What are continued plans for the room?

"We hope to add a workshop or MakerSpace component to the room in the near future. This work area will allow students to safely use items such as power tools and 3D printers in a controlled environment."

