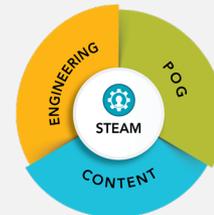




Academic Matters:

Early Childhood STEAM and Computer Science (CS)



STEAM in Early Childhood Classrooms



FCPS Students are...

- **Problem solving** through play-based learning
- **Building** a foundation of critical thinking and collaboration skills
- **Advancing** language development and content learning
- **Creating** original designs and solutions
- **Imagining** themselves as innovators in the careers of the future

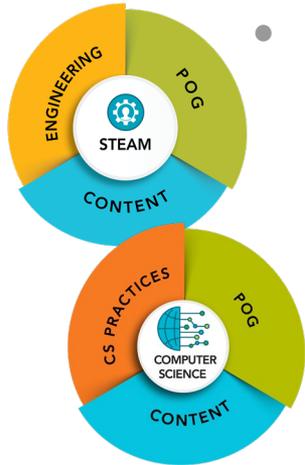
100% of students in PreK and Early Childhood Special Education (ECSE) classes are engaging in STEAM

STEAM Innovation

FCPS is extending STEAM innovation with Computer Science (CS)



CS integration will support our youngest learners with:



- Developing problem solving skills as students:
 - Explore, design, test, & improve (**Engineering practices**)
 - Break apart complex problems, look for patterns, simplify, and sequence (**CS practices**)
 - Use code to program and control robots (**CS practices**)
- Fostering curiosity, interest, and self-efficacy in CS



Impact

FCPS early childhood programs serve diverse student populations, including English language learners, students from low-income households, and students with identified special needs.

STEAM and CS in Early Childhood Advances FCPS Division Priorities:

- Kindergarten Readiness
- Equitable Access for Literacy
- Instructional practices aligned with the FCPS Learning Model
- Portrait of a Graduate (POG)

