STEAM Professional Learning Session Template

Session Title:	**Facilitator(s):**

Session information	**Fill out this column**	
Brief session description		
Content focus		
Learning outcomes for participants	Participants will:	
Related math and science domains *Specific to K–3 domains	Math domains: ☐ Counting & Cardinality ☐ Operations & Algebraic Thinking ☐ Measurement & Data ☐ Geometry & Spatial Thinking ☐ Number & Operations in Base Ten*	Science domains: ☐ Physical Science ☐ Life Science ☐ Earth & Space Science ☐ Engineering & Technology ☐ Computer Science
General science and engineering practices *Connected to California Preschool/ Transitional Kindergarten Learning Foundations (PTKLF)	☐ Observation & Investigation* ☐ Documentation, Analysis & Communication* ☐ Engineering Design Process* ☐ Foundational Skills of Computational Thinking ☐ Integrating Arts in STEAM	

Session information	Fill out this column
Science & Next Generation Science Standards (NGSS)	
Cross-cutting concepts connected to PTKLF Science & NGSS	☐ Patterns ☐ Cause & Effect ☐ Structure & Function ☐ Stability & Change ☐ Scale, Proportion, & Quantity ☐ Systems & System Models ☐ Energy & Matter
Content vocabulary	
Related Count Play Explore (CPE) resources • CPE family engagement webpage • CPE professional learning resources	

Amount of time	Activity	Materials (for example, slides, handouts, paper, scissors)
	Welcome (for example, get to know participants, support participants' sense of belonging as STEAM learners and educators)	
	Introduction/Engagement/Anchor (for example, identify content focus and learning outcomes, introduce a playful activity)	
	Active Learning (for example, opportunities to collaborate in hands-on STEAM experiences with colleagues, explorations of children's developmental progressions, or effective teaching practices in STEAM)	

Amount of time	Activity	Materials (for example, slides, handouts, paper, scissors)
	Documenting Your STEAM Learning (for example, journal reflection, small or large group discussion)	
	Feedback and Reflection (for example, participants reflect on how to adapt activities to their settings and contexts, consider other activities that connect to the content focus, and identify strategies to implement in their own STEAM teaching practice)	
	Closing & Questions (for example, revisit content focus and learning outcomes, offer opportunities for coaching and other ongoing supports, gather participants' feedback)	

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