

STREAM Design Challenges will help students be

Computational Thinker

By formulating problem definitions suited for technology-assisted methods such as data analysis, abstract models and algorithmic thinking in exploring and finding solutions.

By collecting data or identifying relevant data sets, using digital tools to analyze them, and representing data in various ways to facilitate problem-solving and decision-making.

By breaking problems into component parts, extracting key information, and developing descriptive models to understand complex systems or facilitate problem-solving.

Innovative Designers

By knowing and use a deliberate design process for generating ideas, testing theories, creating innovative artifacts or solving authentic problems.

By selecting and use digital tools to plan and manage a design process that considers design constraints and calculated risks.

By developing, testing and refining prototypes as part of a cyclical design process.

By exhibiting a tolerance for ambiguity, perseverance and the capacity to work with open-ended problems.

Global Collaborators

By using collaborative technologies to work with others, including peers, experts or community members, to examine issues and problems from multiple viewpoints.

By exploring local and global issues and use collaborative technologies to work with others to investigate solutions.