Cases on STEAM Education in Practice

Part of the Advances in Educational Technologies and Instructional Design Book Series

Judith Bazler (Monmouth University, USA) and Meta Van Sickle (College of Charleston, USA)

Description:
Curriculums for STEM education programs have been successfully implemented into numerous school systems for many years. Recently, the integration of arts education into such programs has proven to be significantly beneficial to students.

Cases on STEAM Education in Practice is an essential research publication for the latest scholarly information on curriculum development, instructional design, and educational benefits of STEAM learning initiatives. Features coverage on a range of topics including fine arts, differentiated instruction, and student engagement.

Readers:
This book is ideally designed for academicians, researchers, and professionals seeking current research on the implementation of STEAM education.


Topics Covered:
- Art Practices
- Differentiated Instruction
- Fine Arts
- Graphic Design
- Art Practices
- Student Engagement
- Students with Special Needs
- Teaching Models

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Judith Bazler is a science educator at Monmouth University, Long Branch, NJ.

Meta Van Sickle, Ph.D., is a Full Professor at the College of Charleston. A teacher with over 20 years of experience, Meta earned her Ph.D. in Science Education at the University of South Florida. Her two most recent IGI Global publications are about teacher education candidates who are gifted and talented. The first book chapter reviews the history of gifted and talented teaching through the science and mathematics education policies and practices. The second book chapter is a cross analysis of gifted and talented teacher education candidates.