THE STEAMshop @ OCYL

What is STEAM? STEAM is an acronym for Science, Technology, Engineering, Arts, Math.

The STEAMshop is an approach to learning and is a place for expression, creativity, innovation and out-of-the-box thinking.

Taking risks is valued, perseverance and resourcefulness are developed and 21st century skills and strategies are learned - all of which prepare youth for our complex, STEAM-centric world.

Students are empowered to use their creativity and natural curiosity to ask questions, solve problems and continuously examine, interact with and interpret the world.

What types of programs are offered at the STEAMshop @ OCYL?

- Skill-based Classes are teacher directed and have a specific outcome for content, mastery and techniques in mind. Classes include Chess, Robotics, Rocketry and Music.
- Workshops take a different approach by putting the youth in the driver’s seat with open-ended prompts, projects & challenges that are goal-directed but unscripted. Students use a variety of materials and tools. Workshops include Design Time and Creation Lab.
- Open STEAMshop days offer students a 3 hours window in which to explore various stations and challenges provided or create a project of their own design. Open STEAMshop is offered one Saturday each month from 9 AM - 12 PM for Grades 3-8.

Why attend STEAMshop programs?

Research shows learning through the design process helps students develop skills needed in the workplace:

1. Creativity & Innovation
2. Critical Thinking & Problem-Solving Skills
3. Communication & Collaboration
4. Flexibility & Adaptability
5. Social & Cross-Cultural Skills
6. Confidence & Self-Esteem
School Year Programs: Three Seasons

- Fall typically runs Oct. - Dec.
- Winter typically runs Jan. - March
- Spring typically runs April - June

Summer Programs

- Week long half and full day STEAM camps beginning end of June through mid-August.
- Evening STEAM programs- 6 weeks beginning the week after Independence Day (July 4th)