

STREAM in Action: Summary and Quick Guide

Conference Name: Make Space for Play

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Introduction: This resource summarizes STREAM concepts, benefits, and activities to use in everyday play in a practical and fun way.

Benefits of STREAM and Play

- **STREAM:** Critical thinking, creativity, collaboration, innovation
- **Play:** Cognitive, social, and emotional development; exploration and discovery
- **Together:** Meaningful learning; concepts absorbed naturally; teachers guide exploration

STREAM Areas

STREAM Area		Focus	Examples
Science		Life, Earth,	Plants, animals, health, changes of state
		<i>Physics:</i> Movement, forces, energy	Push, roll, light, sound
		<i>Chemistry:</i> Substances and reactions	Mixtures, changes of state, material properties
Technology		Using digital and everyday tools	Computers, tablets, coding, robotics
Reading / Language Arts		Communication, comprehension, creativity	Storytelling, vocabulary, journals, sequencing
Engineering		Design, construction, problem solving	Structures, bridges, simple machines, inventions
Art		Creativity and self-expression	Painting, sculpture, music, theater, design
Math		Patterns, logic, problem solving	Counting, shapes, measurement, sorting, graphs, estimation

Hands-On Activities

Activity		STREAM Focus	Objective
Build a Bridge		Engineering, Science, Math	Design a bridge with straws, tape, and paper; measure, test, and record results
Storybook Circle		Reading, Engineering, Arts	Create an alternative ending to foster comprehension and design thinking
Coding with Movement		Technology, Math, Arts	“Human robot” activity with step-by-step instructions to introduce coding logic
Nature Art Collage		Science, Arts, Reading	Create art using natural materials to tell a story
Math in Motion		Math, Arts, Technology	Dance sequences based on repeating patterns (A-B-A-B)
Recycled Robots		Engineering, Technology, Arts	Create robots from recyclable materials; label parts and functions
Sink or Float		Science, Math	Predict and test objects in water; record and discuss results
Classroom Garden		Science, Reading, Math	Plant seeds, track growth, and document findings

Resources for the Future

1. [MIT Open Learning](#)
2. [The Education Plan](#)
3. [Science Buddies](#)

Disclaimer: This material is for educational purposes only. Adapt activities according to the age and abilities of children. The authors are not responsible for accidents or specific outcomes.