



# BAKER COLLEGE

## STUDENT LEARNING OUTCOMES

ECE3210 STEAM in Early Childhood Education  
3 Semester Credit Hours

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### Student Learning Outcomes and Enabling Objectives

1. Develop knowledge of STEAM subjects and teaching methods that promote student development.
  - a. Review personal knowledge in the STEAM areas.
  - b. Research current best practices and effective instructional strategies to meet the developmental needs of all learners.
2. Investigate ways to create an engaging STEAM Learning environment.
  - a. Identify the components of an engaging STEAM learning environment.
  - b. Explore how to foster a holistic, creative, and innovative STEAM learning environment.
3. Analyze current standards in STEAM education.
  - a. Identify national and state STEM standards.
  - b. Investigate applicable curriculum standards.
4. Develop STEAM Learning experiences.
  - a. Examine how STEAM concepts can enhance all the domains of development.
  - b. Determine domain specific standards to align with STEAM experiences.
  - c. Apply appropriate teaching strategies to design learning experiences.
  - d. Develop rationale for the learning experience.
  - e. Determine an assessment strategy based on the standard(s) used.

### Big Ideas and Essential Questions

#### Big Ideas

- STEAM concepts and Practices
- STEAM Learning Environments
- STEAM Standards
- STEAM Learning Experiences

## Essential Questions

1. How are Steam subjects and teaching methods utilized to promote development of all learners?
2. Why is it important to create an engaging STEAM learning environment?
3. How do we apply standards to early childhood STEAM learning experiences?
4. How do we develop effective STEAM learning experiences?

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These SLOs are approved for experiential credit.

**Effective: Spring 2025**