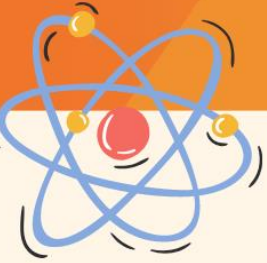


NEWSLETTER

Semester I - SY 2022-2023



SCIENCE. TECHNOLOGY. ENGINEERING. MATHEMATICS

STEM-Enhanced Collaboration and Teamwork



STEM education goes beyond traditional academic subjects. It imparts a skill set that directs human behavior and thought processes. STEM assists students in finding solutions to problems. Together with foundational subjects, the STEM approach to education promotes innovation and higher-order thinking skills. Students gain knowledge from inquiry-based coursework with a focus on practice and innovation. Understanding concepts are provided through STEM education, which also promotes the application of information.

In two easy steps: Explore and Experience. The goal may be simply stated. In a risk-free setting, students are allowed to put their newfound knowledge into practice and embrace mistakes. Learners can develop a specific mindset with the use of project-based learning and problem solving. Its fundamental qualities of adaptability and curiosity prepare students to deal with problems in the real world.

Future proofing the globe is achieved through STEM education. It is founded on group effort and cooperation. STEM develops a way of thinking that makes it possible for students to join a highly-skilled workforce that collaborates, increases productivity, and promotes success.



STEM Activities

Year 3 students categorizing animals based on their characteristics. Invertebrates have no spine or backbone, while vertebrates do. Vertebrates are further classified into fish, amphibians, reptiles, birds and mammals.



Year 9 students strategizing how to make a tower using pasta and marshmallows. Triangles help build sturdy buildings by distributing pressures. Blocks are more stable when they are overlapping rather than stacked on top of one another. Balance is also necessary for structures. Students need to make a stable foundation and a relatively low center of gravity, so they don't collapse or tip easily.

Year 1 creating artwork using their fingerprints. Activities with fingerprints are a simple and enjoyable method to develop fine-motor skills, learn about color, form, and spatial relationships, and engage various senses.



Year 8 students preparing a chain reaction. A chain reaction is a series of reactions where one product or byproduct reacts and sets off further reactions.



**Nick of Year 7
Doan Dong Nguyen**

Nick designed a Maze Game using links, shapes, and animations.



**Cindy of Year 4
Ngo An Nhien**

Cindy and her team created a Human Body model using clay.



**Louis of Year 4
Nguyen Gia Long**

Louis trying to make a three-dimensional star using straws and connectors.

Victoria showed her creativity in our Fingerprint activity.



**Victoria of Year 2
Vuong Man Tien**

Peter's team made a model about wild fire, deforestation, water pollution, and global warming.



**Peter and Annie of Year 7
Lam Bui Gia Hy and Doan Ha Anh**