

Cultivating STEM learning opportunities for ALL young children throughout their daily routines and activities in any environment.





Young children (0-5) more readily develop computational thinking skills when engaged in unplugged activities (i.e., activities that do no involve electronics; Bati, 2022).

2

Children can engage in computational thinking learning through unplugged, hands-on, and play-based learning activities (Lee et al., 2023).

3

Computational thinking is the process of applying principles of computer science to solve problems (Aho, 2012). TECHNOLOGY IS THE INTRODUCTION OF UNDERLYING CONCEPTS OF BUILDING OR CREATING TECHNOLOGY, INCLUDING COMPUTATIONAL THINKING (DOE & DHHS, 2016).



## WHAT CAN I DO TO CULTIVATE STEM EXPERIENCES FOR ALL?



<u>Guiding Principles for Use of</u> <u>Technology with Early</u> <u>Learners</u>



Video: <u>Computational</u> <u>Thinking for Each and Every</u> <u>Child</u>



Video: <u>Ice Cream Sundae</u> <u>Preparation</u>



STEMIE's <u>Daily Routine</u> Explorations With Your Young <u>Child</u> series



STEMIE's talkABLE: Computational Thinking in Early Childhood



STEMIEFest Poster: Computational Thinking for All <u>Children</u>