



STEAM

Full steam ahead

STEAM is a program that incorporates Science, Technology, Engineering, Art and Math under one umbrella in an interdisciplinary and applied approach. This exciting mix of creativity (art and design) and science (technology, engineering and math) helps students develop innovative solutions to real-life problems. It enables them to harness their creativity and make it tangible via the principles of mathematics and science.

STEAM, with its focus on project-based learning, prepares students for a wide variety of CEGEP programs in Arts, Design and Technology. Options such as Graphic Design, Sound Engineering, and Coding & Robotics allow STEAM students to enter a host of careers such as digital artists, graphic designers, software developers, industrial/fashion designers and video game programmers.



SKILL SETS

- Critical thinking
- Experimentation
- Problem solving
- Flexibility
- Multidisciplinary approaches to learning
- Programming
- Technology
- Design
- Teamwork and collaboration
- Independence and confidence building
- Project-based learning

CEGEP PROGRAMS (SOME REQUIRE SO MATH)

- Commerce
- Social Sciences
- Arts, Literature & Communication
- Graphic Design
- Industrial Design
- Interior Design
- Illustration
- 3D Animation & CGI



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	Sec. 3	Sec. 4	Sec. 5	
			Option 1	Option 2 (SO Mathematics mandatory)
OPTIONS	Architecture, Building and Design	Animation & Sound Engineering	Robotics	Physics
OPTIONS		Environmental Sciences	Multimedia	Chemistry
OPTIONS			Graphic Design	Coding Project
OPTIONS			Coding Project	
Profile associated activities Mandatory (all students)	STEAM Conference Project Vernissage Canadian Centre for Architecture (CCA)	UBISOFT studios field trip (centre de conception d'animation) Project Vernissage	Movie Theatre Presentations Final Project Vernissage Student for a Day - CEGEP program Field Trip to UQAM Design Vernissage Robotics Competition FIRST	Student for a Day - CEGEP program Online WHMIS Health and Safety Course Science Fair Project Guest Speakers and Workshops
Extracurricular Activities Optional	Robotics	Robotics Technology Project and/or Preparing Portfolio	Robotics Technology Project and/or Preparing Portfolio	Scientific Journalism Avogadro Chemistry Contest

Architecture, Building & Design

A historical perspective on forms, equilibrium of forces, proportions, and materials, with an understanding of the environmental impact of architecture.

Environmental Sciences

This is a Ministry-required course for entry into Science-based CEGEP programs. Students will develop advanced scientific and technological literacy in the material world, the living world, earth, space, and the technological world.

Animation and Sound Engineering

Basic concepts of animation, including modelling and scripting will be studied. These skills will be applied to create a short animation, complemented by an original soundtrack.

Coding & Robotics

Students will be introduced to open source software to develop an understanding of coding and will apply this understanding by using robotics and other technologies.

Multimedia

This course takes videography to new heights, with industry standard tools such as Adobe Premiere Pro, Adobe After Effects and Adobe Animate.

Graphic Design

This course will approach design as a means to prepare students for the digital arts. Students will use Adobe software such as Photoshop CC, Illustrator CC and InDesign.