



ENFANTS STEAM CLUB



 JULY 2025

GRADE IX TO X

Dear Parents, Greetings from SAN ACADEMY!

We at SAN Academy, create a welcoming and exciting learning environment by developing the attitude and skills that support healthy and fulfilled life with the confidence for lifetime of learning. We support personal development, social responsibility, sense of self-worth and promote a “can do “ attitude and inspire each to achieve their best. ARTISTIQUE Artistique is a club which aims to keep the children updated on all the activities planned for the month ahead .We provide different activities for our students to equip them with holistic education by balancing academics with extra curricular activities and to develop social skills. School clubs let students discover the value of unity, let the students learn from their peers, let the students learn to respect another person’s viewpoint . school clubs provide plenty of opportunities for students to take on leadership roles and show off their talents through club activities.

SUGGESTIONS

As Parents, if you have any feedback or queries, do feel free to drop in your suggestions at santam@sanacademy.edu.in. Listening to your feedback makes us feel more involved as a part of the value addition process.

Ms R Archana, Managing Director





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STEAM club STEAM is an acronym for Science, Technology, Engineering, Art and Math education. We focus on these areas together not only because the skills and knowledge in each discipline are essential for student success, but also because these fields are deeply intertwined in the real world.

A STEAM Club is any regular attendance of young people exploring STEAM subjects through extra-curricular provision. The club can focus on any or all STEAM subjects and can include other subjects such as art, drama and geography etc.





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DAY 1: INTRODUCTION TO STEAM

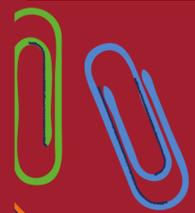
STEAM is an educational approach that incorporates the arts into the more-familiar STEAM model, which includes science, technology, engineering, art and mathematics. STEAM programs can include any of the visual or performing arts, such as dance, design, painting, photography and writing.

STEAM club aims to inspire innovation, critical thinking and a passion for Learning across diverse fields. Through engaging hands-on activities, interactive workshops, and collaborative projects, STEAM club provides a platform for students to explore their creativity and problem-solving skills. By integrating science, technology, engineering, arts, and mathematics, members of the club are encouraged.





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DAY 2 & 3: Discussion on Below Topics

The students can choose any topic like **SCIENCE, MATHS, TECHNOLOGY, ART, ENGINEERING** and choose like build a balloon car, paper roller coaster, poem, grammar part, maths concepts, edible DNA, Dance, drama etc. and submit the topic to teacher.



INTRA COMPETITION

The students can do their project within time limit and present the project in front of other students.

The evaluation criteria for the STEAM club **THE PERFORMANCES** will be evaluated according to the following criteria **Creativity, Originality, theme, clarity** etc.

