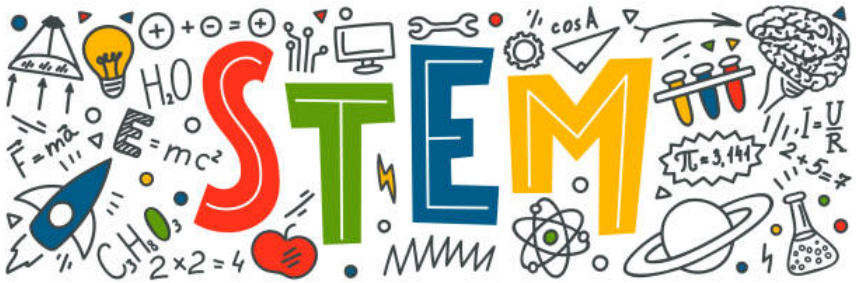

Classroom Goals

- Introduce basic STEM concepts
- Foster creativity and develop problem solving skills
- Encourage curiosity
- Develop teamwork skills with peers
- Practice the basic Engineering Design Process
- Respect each other, ourselves, and classroom property
- Create a safe and fun learning environment
- Have fun!