

Supplemental STEAM Curriculum for Grades K-8

Transition learning between school and home to adapt to changing environments

TinkRworks STEAM-X

STEAM-X is a standards aligned, K-8 supplemental STEAM program that reinforces core learning through projects that promote cross-curricular connections to art, engineering, design, science, math, and data analysis.

Key Features of STEAM-X



Steam Curriculum

- Supports NGSS, CCSS & CSTA
- Lesson plans with curriculum maps for in-class and remote learning
- Integrated coding platform



Comprehensive PD

- No technical skills needed
- Hands-on curriculum immersion
- Onsite or Remote



Turn-key Projects

- Projects incorporate assembly, build and programming skills
- Individual student kits
- Students customize & take-home projects
- Includes all build materials



Focus On Client Success

- End-2-End support
- Live chat
- Email
- Support portal

TinkRworks is a provider of exceptional STEAM-powered hands-on projects, designed to transform learners to innovators by instilling key capabilities:



Fostering a love of creating



Enhancing problem-solving skills



Reinforcing and expanding on concepts and ideas taught in school



Providing delight & inspiring curiosity



Encouraging self-expression

Provide Continuity of Instruction

TinkRworks is “edapting” to the unprecedented environment with:

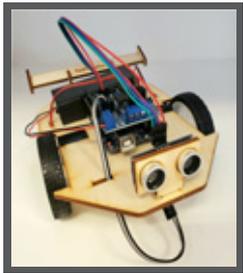
- An updated curriculum with learning module pathways to allow for in-class and remote instruction
- Student project kits that contain all materials required to support both in-class and at-home delivery
- New PD opportunities for teachers which include full training for both in-class and remote curriculum modules

STEAM- X Project Example



Introducing Smart Lamp Target: 1st Grade

Students will create their lamp from acrylic panels, screws, and 3D-printed posts. They will then program a micro-computer to activate LEDs and music.



Introducing TinkRbot Target: 4th Grade

Students assemble their own robots, incorporating electronics, motors, sensors, and a minicomputer to code their creations to life.



Introducing TinkRdrone Target: Middle School

Students build custom drones. They learn key science concepts and then learn how to pilot their drones.

What our partners are saying?

"TinkRworks has become a true partner with Avery Coonley School (ACS) in all aspects of our STEAM curriculum. They were able to seamlessly integrate within our school; they're like adding an appendage you didn't even know was missing. Once we began working with us, there was an immediate connection..."

Peter Brown
Chief Financial Officer and
Assistant Head of School
The Avery Coonley School

"S.E. Gross chose TinkRworks as their preferred vendor for STEAM design and curriculum due to their hands on approach to student learning that is strongly linked to NGSS standards and offers students experiences like no other program out there. "

Ryan Evans
Principal
S.E. Gross Middle School