Georgette Yakman is spanning the globe with her passion for integrative STEAM education. Since researching and founding the movement in 2006, Georgette has been in high demand by audiences of educators, students, businesses, policy makers, ambassadors and communities looking for keynotes, professional development, and consultation on applications of the STEAM framework. Her company, STEAM Education, offers professional development, certification in, and consulting on the STEAM framework for educating to support individuals, programs, ministries and businesses. Georgette continues to research and evolve the STEAM framework based on breakthroughs in education and feedback from a global network of like-minded STEAM educators. Here are a few of the most requested, FUNctional and inspiring speaking and workshop topics:

**Most Requested Topics**

- **“STEAM Education Integrated Science, Technology, Engineering, Arts and Mathematics”**
  A substantiated and reality-based framework for educating across the disciplines.

- **“Global Sustainability with STEAM” or “STEAM = STEM + Humanity”**
  Specifically addressing Universal and Program Sustainability Topics

- **“Demystifying STEAM” or “STEAM up STEM”**
  Making sense of the multiple views of what the emerging concept of STEAM is and how to decide which aspects best fit your needs and goals.

- **“STEAM epiSTEMoLogy: S-T-E-M Silos Leading to Integrated STEM”**
  The history of modern western education as related to integrated and holistic learning.

- **“Technology & Engineering Education and STEAM: Same but Different”**
  How the developing practices of STEAM movements relate to the well-established field of T&E Education

- **“Building an International STEAM Outreach Network”**
  How developing STEAM programs can work together to achieve common goals while still filling individualized needs for different markets.

**Interactive Workshop Topics**

- **STEAM Inputs, Outputs and Impacts**
  Exploring hands-on lesson plans and reality-based experiments to show the inter connections and reactionary ripple effects on all other subjects included under the ‘silos’ of Science-Technology-Engineering-Arts-Math, including the language, physical, music, fine, and social sciences.

- **STEAM Based Go - Baduk – WeiQui**
  An ancient Asian game used to teach purposefully integrated STEM/STEAM Education. Recently a pivot-point as a development marker for Artificial Intelligence programs, won by Google’s team.

- **Around the World in Many Ways**
  An adaptable single lesson or integrative based lesson plan revolving around transportation systems that represents an example of STEAM based learning for any level of learner.
About Georgette Yakman

Georgette Yakman is the founding researcher and creator of STEAM education. Driven by the desire as a parent to help improve education for all, Georgette obtained a Master’s in Technology Education and advanced certificate in iSTEMed from Virginia Tech. In 2006, Georgette developed the STEAM framework as a way to show the ‘who and why’ context of the humanities to iSTEM’s ‘what and how’. STEAM’s adaptable framework for educating connects the rapidly changing world with the growing number of educational disciplines, standards, communities and businesses to create dynamic, globally responsible, reality-based programs. She developed the STEAM curriculum to fully integrate all 9 subject areas (Science, Technology, Engineering, Social Studies, Language Arts, Fine Arts, Music, PE and Maths) for comprehensive STEAM Education that promotes life-long FUNCTIONAL LITERACY for all. In 2007 Georgette began practical implementation with middle and high school students as an Engineering & Technology educator. She was first published in 2008 in the Educa>on that promotes life-­‐long Technology responsible, reality-­‐based programs. She developed the STEAM curriculum to fully integrate all 9 subject areas (Science, Technology, Engineering, Social Studies, Language Arts, Fine Arts, Music, PE and Maths) for comprehensive STEAM Education that promotes life-long FUNCTIONAL LITERACY for all. In 2006, George3e obtained a Master’s in Education’s professional development. Georgette has been recognized by many groups with awards, speaking invitations, interviews and articles. In addition to teaching and STEAM Education, she has worked as an architectural designer, as the VP of a Global Clothing Company, and entrepreneur. She holds a Clothing and Textiles B.S., a Technology Education MaEd. and an Integrated STEM advanced post-­‐graduate certificate all from Virginia Polytechnic Institute and State University.

Testimonials

“Your presentation was the talk of the whole day on Friday and well into Saturday. Walking around and listingento conversations among conference participants and to hear your presentation mentioned as part of their conversation is what the conference is all about. Teachers were discussing how to integrate, collaborations that could be built with in their buildings. It was the ‘think’ shift AEM was looking for that your keynote inspired. Again thank you for your inspiring words and sharing that with Art Educators of Minnesota.”
-­‐Jeff Pridie -­‐ Arts Educators of Minnesota President

“We have to thank you again for your coming to Shanghai and presenting us such wonderful speeches! It was such a big success!”
-Shanghai Science Association of Young Talents

Add Some STEAM to your event. Go to: http://STEAMedu.com
Book Georgette via Email at bookings@STEAMedu.com and connect with her on social media

STEAM = Science & Technology interpreted through Engineering & the Arts, all based in Mathematical elements.