







# THE PRIME STEAM ATTRIBUTES

The toy affords all six attributes that should underlie a STEAM toy.

## RATING CRITERIA

Characteristic	Poor	Good	Excellent
<b>Real World Relevance</b> 	Has no relevance to the real world and no opportunity to practice applying knowledge.	Allows hands-on observation and use, for example: seeing real working mechanics, using measurements, or using scientific tools. Relevance to the real world isn't clear, for example: a puzzle game.	Has clear relevance and application to the real world. Allows hands-on observation and use, for example: seeing real working mechanics, using measurements, or using scientific tools.
<b>Active Involvement</b> 	Children cannot be actively involved in the learning experience through observation or hands-on play.	Allows children to be actively involved in the learning experience, but a large amount of support from an adult is required to do so.	Allows children to be actively and independently involved in the learning experience. They can look at and physically manipulate materials to further their understanding and/or solve problems.
<b>Arts</b> 	Has no opportunities for creativity or self-expression through the arts.	Gives children some opportunities to be creative and/or express themselves through arts such as design, dance, music, drama, history or language, but this is limited.	Actively encourages children to be creative and/or express themselves through arts such as design, dance, music, drama, history or language.
<b>Logical Thinking</b> 	There is no need to use logical thinking when playing with the toy, for example: there are no opportunities to problem solve, no exploration or use of logic principles such as cause and effect.	Promotes learning through trial and error and/or investigative learning. Encourages children to explore logical concepts, such as cause and effect.	Allows children to identify and apply solutions to problems independently. Promotes learning through trial and error and/or investigative learning. Encourages children to explore logic principles, such as cause and effect.

## RATING CRITERIA

Characteristic	Poor	Good	Excellent
<b>Free Exploration</b> 	Children do not have opportunities to experiment with materials. They are unable to explore and find answers to their own questions.	Opportunities to explore and experiment are available but limited. For example: children are only able to carry out a science experiment once, or children must follow set instructions with no room for innovation.	Gives children the freedom to explore their own ideas, such as exploring their own hypotheses through science experiments, or designing their own code to see what it does. Creativity and curiosity are encouraged with opportunities for open-ended play.
<b>Supports Step-By-Step Learning</b> 	Has limited learning opportunities. Is either too simple for the target age, thereby not helping them to grow their skills; or is too complex for the target age and tries to develop skills that are not yet achievable.	Allows children to continually extend and apply their knowledge through open-ended play, reinforcing learning within their comfort zone. Included activities offer different levels of challenge, gradually increasing in difficulty, to help children grow their confidence.	Includes additional guidance for adults to help them support the child's learning to extend their knowledge past their comfort zone. Allows children to continually extend and apply their knowledge through open-ended play. Included activities offer different levels of challenge, gradually increasing in difficulty, to help children grow their confidence.