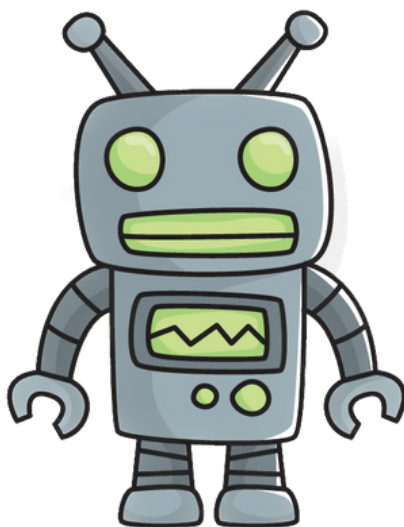


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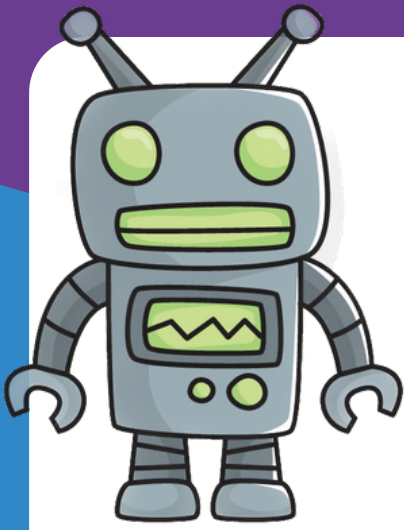
PLAY, LEARN, LAUGH - REPEAT!

STEAM GUIDE BOOK

Our planet has some puzzles and STEAM (Science, Technology, Engineering, Art, and Math) is our superpower to solve them. Ready, set, STEAM ahead!

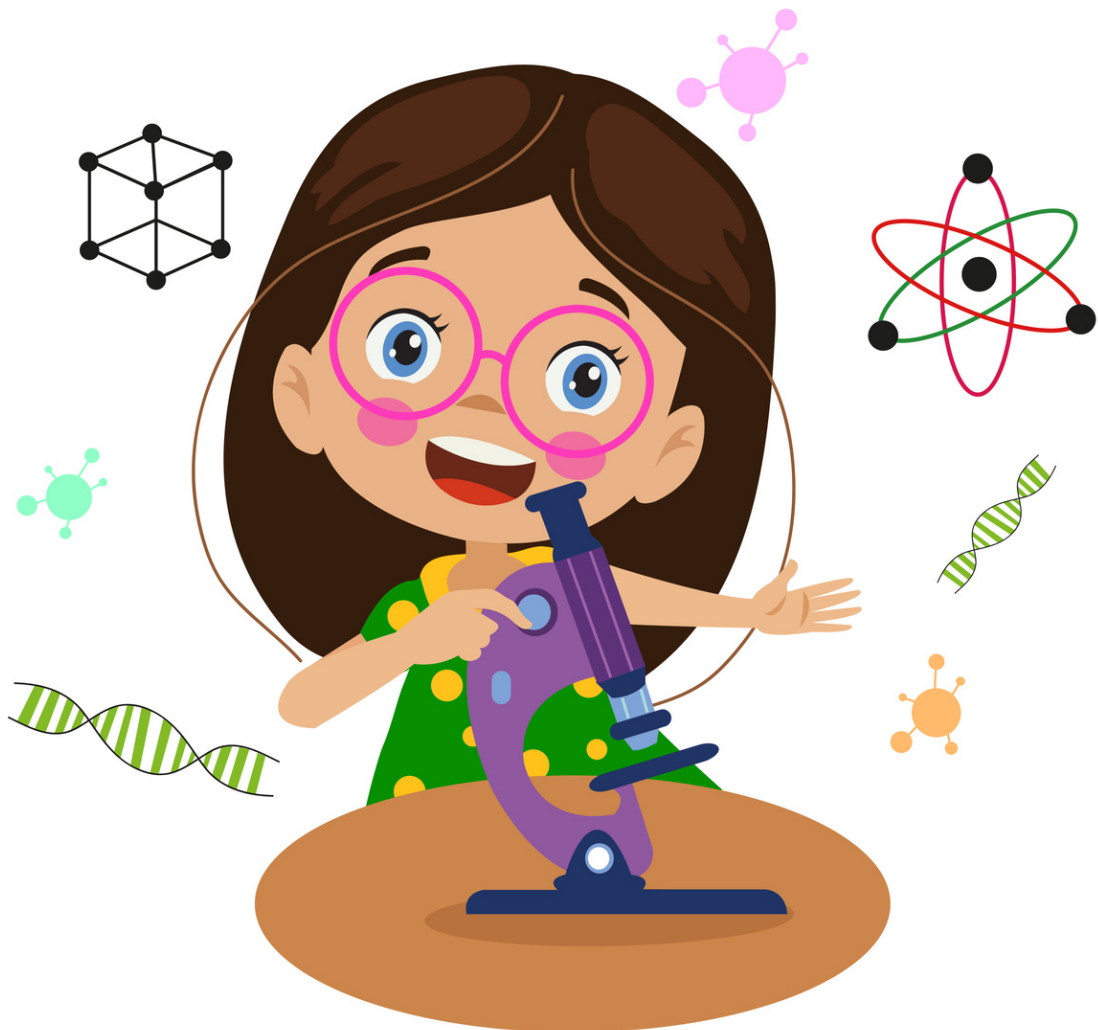


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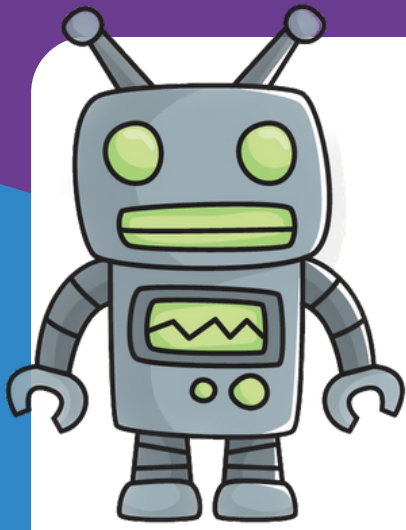


Kidmoon's Guide to STEAM for Early Learners

Created by Kidmoon, the socially-driven enterprise offering eco-friendly, STEAM-focused baby clothing and books for young children.



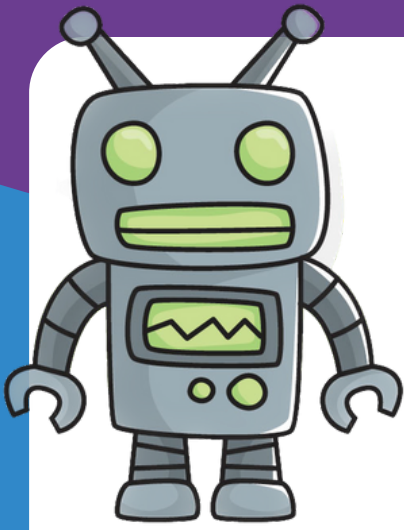
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1. Introduction to STEAM

STEAM stands for Science, Technology, Engineering, Art, and Mathematics. It's an interdisciplinary approach to learning where academic concepts are paired with real-world examples. Kidmoon believes that introducing STEAM concepts at an early age helps foster curiosity, critical thinking, and problem-solving skills in children.



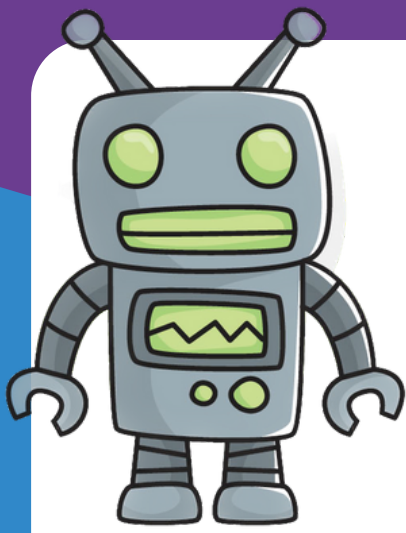


2. Science: The Wonder of Exploration

Science is the pursuit of understanding our world. For a child, every day is a new experiment - exploring textures, tastes, and sounds. By introducing children to basic scientific concepts, we can nurture their innate curiosity and help them understand the world around them.

Interest for Children: Observing nature, understanding basic cause and effect, and exploring different materials.



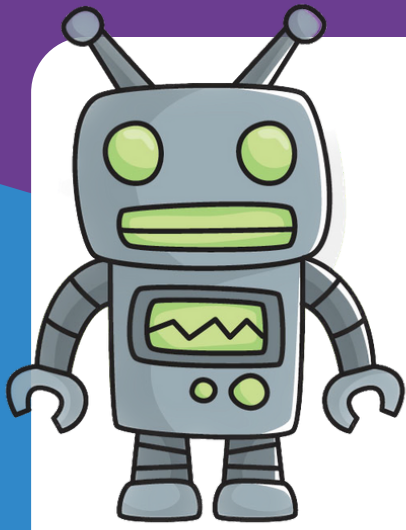


3. Technology: Embracing the Future

As we live in a technologically advancing world, it is essential to familiarize children with the basics of technology. It's not only about making them tech experts but about instilling in them an understanding of both the creation and responsible use of technology. Encouraging children to be both users and makers will help them navigate our digital age with confidence and creativity.

Interest for Children: Playing with interactive toys, learning about simple machines, dabbling in basic programming or digital creation tools, and being introduced to the digital world through age-appropriate content.



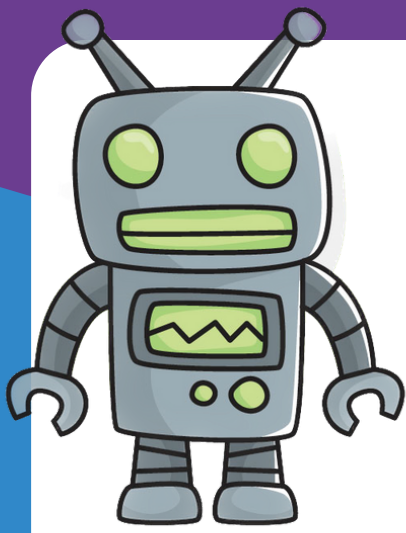


4. Art: Soft Skills and Creativity

While art is traditionally seen as a form of expression, it also plays a crucial role in developing soft skills in children. Art teaches empathy, patience, and communication. It allows children to express themselves and understand the perspectives of others.

Interest for Children: Drawing, painting, crafts, listening to stories, and engaging in imaginative play.



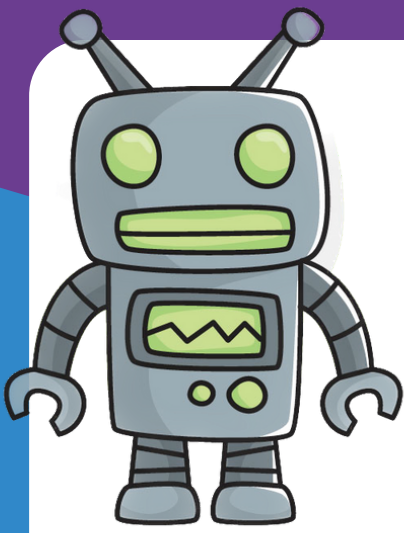


5. Engineering: Building the Future

Engineering is all about problem-solving. Introducing children to basic engineering concepts helps them develop analytical thinking and encourages them to come up with innovative solutions to problems.

Interest for Children: Building with blocks, understanding how things fit together, and experimenting with basic design principles.



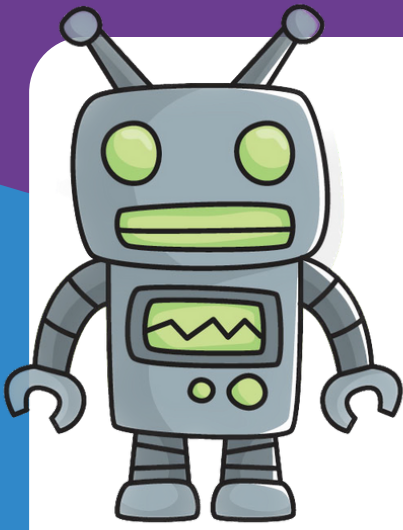


6. Mathematics: The Language of Logic

Mathematics is more than just numbers. It's a language that helps us understand patterns, quantities, and structures. Early exposure to math helps children develop logical thinking and a foundation for more complex concepts in the future.

Interest for Children: Counting, understanding shapes, and playing with patterns..





Conclusion

Kidmoon, based in London and founded by a passionate French entrepreneur, strives to make the world a better place by offering products that are not only sustainable but also educational. By promoting STEAM concepts and Sustainable Development Goals (SDGs), Kidmoon hopes to inspire the next generation to be environmentally conscious, creative, and innovative thinkers

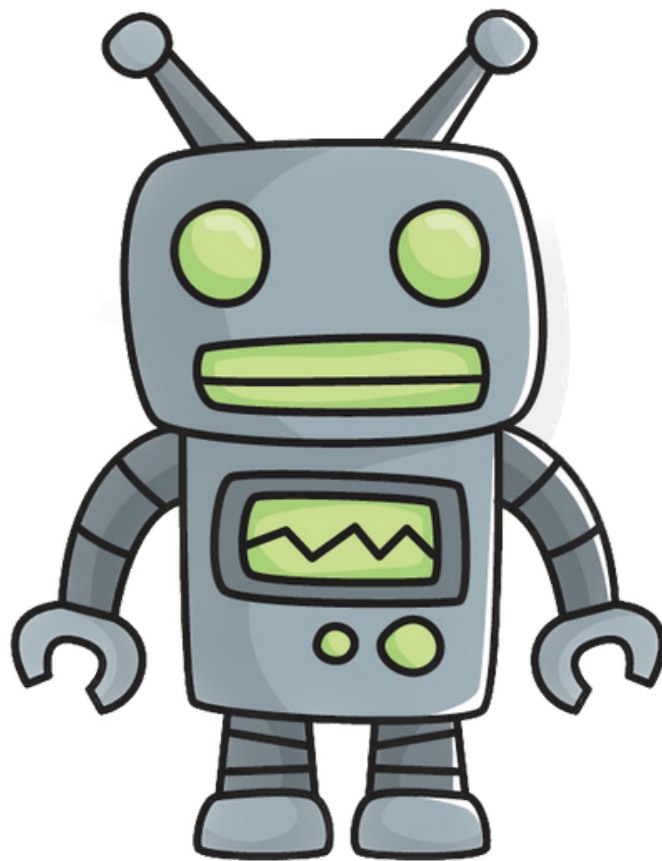
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