

# STEM/STEAM & The Movies

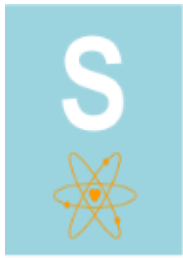


Just the name alone –[The Academy of Motion Picture Arts & Sciences](#)– reveals something about the people who make movies: these filmmakers consider themselves to be artists and scientists. Who are these people? What do they do? How do they use science, technology, engineering, arts and math (STEAM) in movie making? This web page is designed to provide you, the teacher, with readings, ideas and other resources for incorporating STEAM and film into instruction.

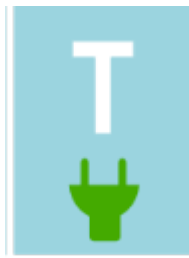
This is also a perfect opportunity to [introduce film careers](#) which utilize STEAM. There are a number of excellent features on DVDs which not only introduce those careers, but also take students behind-the-scenes into the making of a specific film. I have created a lengthy [list of those DVDs here](#) which you might wish to consider acquiring in order to help your students better appreciate the craft of filmmaking. (Many of these featurettes can also be found on YouTube.)

(NOTE: if you have a favorite resource or lesson plan that you would like to see added here, send it to me: [fbaker1346@aol.com](mailto:fbaker1346@aol.com))

Click one of the letters below which will take you to the page of resources.



SCIENCE



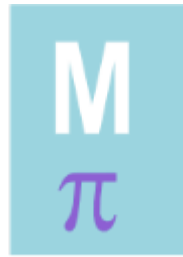
TECHNOLOGY



ENGINEERING



ARTS



MATHEMATICS

[Science Lesson Plans Using The Movies](#) (Teach With Movies)