K-12 Highlights

- In grades K-6, students receive instruction in introductory coding and robotics through inGen, science, and mathematics classes.
- In grades 7-12, students may choose computer science and engineering electives; computer science and engineering are also integrated into other academic disciplines.
- Advanced Placement (AP), post-AP, and honors classes in each of the STEAM disciplines provide opportunities for students to deepen specific content knowledge.
- Studios and makerspaces in all three school divisions provide opportunities to practice the design process through authentic problems, audiences, and products.
- Across campus, students have access to 3D printers, laser cutters, a suite of power tools, electronic and robotics equipment, a CNC machine, and an assortment of building and design materials.
- Dedicated faculty positions in Fine Arts and Design & Engineering focus on the development of interdisciplinary STEAM learning experiences.

For more information, visit www.lovett.org/technology.
TEACHERS build and refine their own expertise through active participation in organizations such as Twitter Math Camp, International Society for Technology in Education (ISTE), and Association of Technology Leaders in Independent Schools (ATLIS).

Outside the Classroom

- Lovett offers STEAM-oriented co-curricular opportunities in all divisions: Lower School enrichments, Middle School intramurals, Upper School internships and clubs, and summer camps (e.g. Applebyters, Makers Club, Innovation Enrichment, campMODA Minecraft camp, etc.)
- A competitive robotics team is open to Upper School students

Lovett STEAM Partnerships:
Cloud Institute for Sustainability
High Museum of Art
Georgia Aquarium
Atlanta Botanical Garden