

Empowering Early STEAM Educators:

Joyful, Playful, and Purposeful Learning

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**Drop your name in the chat along with
where you're from and your current role!**

Count Play Explore (CPE)

Vision

Children from birth through third grade develop strong math and science skills which provide a foundation for academic success and career access. Every child from birth through third grade — of any background, race, culture, ethnicity, language, gender, ability, or socioeconomic status — and every family, caregiver, and educator experiences math and science with confidence, joy, and belonging.

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Mission

Count Play Explore provides culturally affirming capacity building, professional learning, resources, and messaging to support equitable math and science learning and outcomes for every child from birth through third grade.





**Biliteracy,
Multicultural
Competency, &
Educational Equity
for All.**

Why?

Do you feel you have enough time built into your daily schedule to meaningfully teach STEAM?

Thinking back to your own school experience, how did you engage with STEAM learning, and what stands out from those memories?



Why? Because it's urgent!

- **Women are underrepresented in STEAM occupations.**
- **Among advanced degrees, women are significantly “behind” in STEAM fields**
- **Black and Hispanic workers are underrepresented in STEAM occupations.**
- **Black workers account for 5% of engineers and architects**
- **Hispanic, Indigenous, and Black are underrepresented in STEAM Fields**





Count Play Explore Core Principles

1

We ground our work in four fundamental principles of early math and science learning.

- Math and science are everywhere.
- Math and science are for everyone.
- Math and science are fun and playful.
- Math and science mindsets matter.

2

We lead with equity for children, families, and educators.

4

We leverage and align with state, regional, and local efforts.

3

We operate in all places children and families live, play, and learn across the full birth through third grade continuum.

5

We build towards sustainability.



CPE's Goal Areas & Current Work

Goal Area 1: Birth through Third Grade Educators and Professional Learning Providers

- **Professional Learning and Coaching Cohort**

- Professional Learning Resources in Early Math and Science Website
- Virtual Symposia, Seminars, and Forums
- Library Listening Sessions and Resources

Goal Area 2: Families of Children Birth through Third Grade

- Publication of STEAM-based Children's Picture and Board Books
- Count Play Explore Web-based Application
- Resource Development – videos, book guides, activities

Goal Area 3: *Systems and Organizations*

- Collaboration with partners – partnership development
- Count Play Explore Advisory Committee





CABE's Goal Areas for Educators

1	To build educator knowledge of developmentally appropriate and culturally and linguistically sustaining instruction through inquiry-based STEAM content.
2	To build educators' capacity to deliver STEAM instruction alongside language development strategies that support biliteracy and/or academic English language development through meaningful inquiry and play-based learning experiences.
3	Strengthen understanding of how the CA EL Roadmap Policy, the Preschool/TK Learning Foundations, the ELA/ELD Framework, and STEAM content are aligned to support all learners.
4	Foster instructional leadership among cohort participants to support the sustainability of STEAM integration in early childhood settings by providing opportunities to facilitate state-wide professional learning
5	Develop mentorship capacity through professional development and coaching cycles, so that educators are left feeling supported and empowered to continue CPE implementation within their local contexts
6	Cultivate educator critical consciousness around inequities in STEAM access and representation and promote STEAM integration as a tool for advancing equity and expanding opportunities for all learners.



CABE's Goal Areas for Students

1	Children will have meaningful access to STEAM learning through inquiry-based and play centered experiences that will build the skills to become independent learners and to master the academic content.
2	Children's home languages will be celebrated and supported as integral to developing biliteracy and/or academic English language proficiency through STEAM and meaningful content-rich learning experiences.
3	Children will have meaningful access to STEAM learning through inquiry-based and play centered experiences that will build the skills to become independent learners and to master the academic content
4	Children will feel empowered by educators, caregivers, and peers to see themselves as capable contributors in STEAM fields, developing the confidence to visualize and pursue careers in STEAM spaces.
5	Children will find joy in learning through culturally and linguistically sustaining pedagogies aligned to STEAM instruction and participate in experiences that will protect their innate curiosity, creativity, and socioemotional growth.



CABE's Goal Areas in Count Play Explore

1	Build caregivers' understanding of California's educational frameworks and policies and provide resources, tools, and strategies to bridge school and home learning.
2	Caregivers will be uplifted as decision makers that are capable of advocating for educational equity through collaboration and dialogue within the school community.
3	Caregivers and community members participate in learning opportunities as valuable contributors to their children's STEAM development by drawing on their funds of knowledge and culturally relevant home practices.
4	Caregivers will envision their children as future STEAM leaders-curious, capable, and empowered to thrive in science, technology, engineering, the arts, and mathematics.

YEAR 1
August 2025- June 2026

- **Attend 5 PD Sessions (12 Hours)**
- **Attend 4 Coaching Sessions (8 Hours)**
- **Participate in Surveys / Questionnaires**

YEAR 2
August 2026-June 2027

- **Attend 5 PD Sessions (12 Hours)**
- **Attend 4 Coaching Sessions (8 Hours)**
- **Participate in Surveys / Questionnaires**

YEAR 3
August 2027-Dec 2027

- **Attend 2 PD Sessions (4 Hours)**
- **Attend 2 Coaching Sessions (4 Hours)**

Timeline 2025-2026: CABE + Count Play Explore:

July - September 2025	Recruitment / Informational Meeting / Cohort Member Profiles / Acceptance Notifications		
October 2025	Launch, Learn, and Cultivate Math Mindsets	Saturday, October 4	8:00-12:00 PM
	Number and Counting Across Ages	Tuesday, October 21	3:30-5:30 PM
November 2025	Coaching Session	TBD	3:30-5:30 PM
December 2025	A Geometry Journey from Birth to Early Elementary	Tuesday, December 16	3:30-5:30 PM
January 2026	Coaching Session	TBD	3:30-5:30 PM
February 2026	Exploring Balance, through Learning, Discovering, and Fun	Tuesday, February 17	3:30-5:30 PM
March 2026	Coaching Session	TBD	3:30-5:30 PM
April 2026	Computational Thinking with Patterns and Movement	Tuesday, April 21	3:30-5:30 PM
May 2026	Coaching Session	TBD	3:30-5:30 PM





Cohort members will...

- Participate in **20 hours of professional learning and coaching sessions per school year** (2025 to 2026 and 2026 to 2027)
 - **12 professional learning hours**
 - **8, one-hour, coaching sessions**
- **Implement STEAM activities in the classroom**





Math Impact Study

- Open to **Preschool, TK, or Kindergarten Teachers** for **25-26 SY**
- **Participating** group
- **Delayed** control group
- **Attend CPE related Professional Learning Activities**
- **Participate in teacher-report surveys on a subset of children**
- **Facilitate communication** with families of children in their classroom in informing them about the study and related evaluation activities
- Facilitate 1:1 assessments of approx. 4 children

Questions?



Visit our website
gocabe.org/cpe

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