STEAM Elective

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 This is Sundale’s third year to offer this elective and I am excited to be part of it! My goal is for everyone to find something inspiring, interesting, new, and fun!

Course Description

Almost half of the 30 fastest-growing occupation in the next decade will require some background in STEAM. Innovation comes directly from Science, Technology, Engineering, and Math. With Art and Design added into the mix, this will transform our economy in the 21st century like science and technology changed the last.

This STEAM elective will address content standards in science, technology, engineering, art, and math through practical, real world

 context. Throughout each lesson, creativity, communication, and collaboration will be critically important.

Our Schedule

Monday-Wednesday…we will focus on a particular unit or skill related toSTEAM

Thursday…Genius Hour

Friday…Exploration Day…We will explore building, lazers, magnets, electricity, 3d pens and other forms of hands on exploration.

Expectations

 5 Habits of Great STEAM Students:

Be kind and polite.

Share your thinking.

Collaborate.

Respect the classroom and the people and materials in it.

 Curriculum

We will be using resources from teachengineering.org, science-works.net, and will add curriculum as needed.

How will I be graded?

 Summative Assessments- projects, labs, presentations, essays

 Formative Assessments- Exit slips, journals, challenges, rubrics, and quizzes

 Daily preparedness, Participation and Citizenship for class will be graded weekly

There will be little homework unless students did not use class time wisely and will need to finish an assignment at home.

Overall grade is based on points

Earned pts / Total pts available x100 =

Your Grade %