FULL STEAM AHEAD:
LAGUNA AND NAVAJO’S JOURNEY TO
STEAM ACCREDITATION

PRESENTED BY TEACHING AND LEARNING
MAY 5, 2020
Defining STEAM...

Laguna

- STEAM is an inquiry-based approach to learning that integrates Science, Technology, Engineering, the Arts and Mathematics to provide an environment where students can creatively solve real-world problems through collaboration, communication, and critical thinking.

Navajo

- At Navajo, STEAM is learning that engages all students in collaborative design thinking for real world problem solving.
Why STEAM?

► **Accelerate** academic achievement and student engagement through real-world problem solving

► **Transform** a culture of teaching & learning utilizing an exclusive STEAM instructional progression focused on the 4 C’s based on the national Future Ready Skills:
  - Creativity
  - Collaboration
  - Critical Thinking
  - Communication

► **Ignite** a consistent, sustainable, inquiry-based and transdisciplinary approach to STEAM

► **Foster** community engagement, ownership and understanding of STEAM for future readiness!
Goals For Student Learning

► Students will explore and implement the elements of STEAM:
  ► Students will work collaboratively with each other to solve real-world problems
  ► Students will use the inquiry process to investigate interdisciplinary units
  ► Students will be encouraged to use the national Future Ready Skills in all learning situations
    ▶ Collaborating
    ▶ Communicating
    ▶ Using creativity – thinking outside of the box
    ▶ Critical Thinkers – problem solvers and perseverance
Goal for Student Achievement

► **Accelerate** academic achievement and student engagement through real-world problem solving
  ► Students’ learning will be measured through a variety of assessments.
    ► Assessments include formative, summative, student performance classroom and standardized assessments.
  ► Research supports that students involved in rigorous STEAM programs have increased achievement across subject areas
  ► Project-based learning will be assessed using rubrics, teacher observations, and finished products
THE OUTCOMES

► 2 schools serving as the district’s STEAM models of innovation
  ► NAVAJO AND LAGUNA
► 34+ STEAM Teachers participating in STEAMformation receiving 90+ hours of professional learning
  ► 30 HOURS EACH YEAR FOR 3 YEARS
► 8 STEAM Innovators receiving 160+ hours of professional learning
► 2 Administrator Teams receiving 90+ hours of professional learning
► At the end of three years, both schools will receive STEAM accreditation
PROGRESS TO DATE:

► Community Awareness Events:
  ► Successful STEAM Retreat on 11/4/2019
  ► Enthusiastic Kick-off event on 11/6/2019

► PL Days for Teachers and Admin:
  ► Saturday, 11/16/2019
  ► Wednesday, 12/11/2019
  ► Wednesday, 2/13/2020

► Coaching for the 8 innovators (4 on each campus):
  ► Laguna has completed 8 days
  ► Navajo has completed 8 days
EVIDENCE OF LEARNING: LAGUNA
EVIDENCE OF LEARNING: NAVAJO

Jan. Studio Board/ Animals and Sounds

5th graders helping 3rd grade learn how to build a Studio Board and create an Animal Sound Game.
Next Steps To Complete Year 1:

► Professional Learning Sessions:
  ► Virtual meeting on May 12
  ► Virtual meeting on May 26

► Coaching:
  ► Virtual coaching will be scheduled by the consultant with all STEAM innovators between now and the rest of the year
    ► Group meetings
    ► Individual meetings
    ► Coaching during teacher’s classroom Zoom meetings
Next Steps For Year Two

► Admin PL is being held during coaching sessions and Teacher PL

► Professional Learning Sessions:
  ► Kick-off for the 2020-21 year
    ► Scheduled for August 5
    ► Will be held at both campuses
  ► Remainder of Teacher PL days for 2020-21:
    ► September 22 and 23
    ► December 1 and 2
    ► February 23 and 24
    ► May 4 and 5

► Coaching:
  ► Will continue to be scheduled between the consultant and the innovators throughout the upcoming school year – (12 sessions per school)
Questions/Comments:

Thank you for your support!!!