Liberty Elementary – STEAM Team

Big Ideas
- Increase student inquiry and learning while creating a school environment showcasing STEAM
- Integrate the arts from the beginning

Goals and Objectives
- Understand the difference between big “E” and little “e.”
- Grow engineers who are designers, problem solvers, innovators, logical thinkers.
- Students who aren’t afraid to engage in collaboration and higher level thinking skills in an engaging environment

Timeline – 1st Year Implementation
- 1st Nine Weeks - Exposure
  - LLN
  - Bulletin Boards
  - Sign
  - Website
  - Brochure
  - Speaker(s)
  - STEAM Newsletter
  - STEAM Team
  - Presentations – Staff Development
  - Project Budgets
- 2nd Nine Weeks – STEAM Theme
  - School wide – Holiday Focus Project that builds with each grade level
  - Showcase 4th Weather, Astronomy
- 3rd Nine Weeks
  - Showcase – 2nd Sailboats, 1st Forces & Motion, 5th Jet Toy
- 4th Nine Weeks
  - Showcase – 3rd Plants, Garden Boxes

Assessments
- STEAM Lab
  - No Grades
  - Rubrics used for student self-assessment
  - Journals

Resources
- Human – Engineers, Volunteers
- Monetary – STEM Institute
- FOCUS Money
- Title 1
- District Funds?
- Material – Donations and Purchased – as needed per project
- Online
Classroom Preparation – TBD

Learning Experiences
➢ Team Building Activities – Faculty, Parents, Students
➢ Grade level & Classroom Competitions
➢ STEAM Nights – Parent Night Projects/Presentations
➢ Community Presentations – Colleges, Museums, Businesses

Example
➢ Grade Level & Classroom Competitions
   ▪ STEAM Theme – The Great Holiday Caper
   ▪ Problem - The villain is trying to stop our local Holiday Hero from Synergizing and Sharpening the Saw with his friends at the Community Holiday Celebration.
   ▪ Each grade level will have a specific part of the caper to solve using the engineering design process and the Seven Habits of Leadership.
   ▪ Classes will compete with each other to come up with a design solution for the problem at hand.
   ▪ Ginger Bread Man
      • K – Design a gingerbread man
      • 1st – Design a gingerbread house
      • 2nd – Design a weather proof suit for the gingerbread man
      • 3rd – Design a survival tool for food attainment
      • 4th – Design weather tools to help him know when to travel safely
      • 5th – Design a biome specific trap to catch the gingerbread man
   ▪ Students will present their design projects to district office personnel and other invited guests.
   ▪ Culminating with a gingerbread celebration at the end showcasing all of the projects
   ▪ The winning teams get to decorate a gingerbread man (aka. Mr. Haynes)

Team Members:
Anita Porter
Ashley Anderson
Cissy Floyd
Jill Powell
Trish Masters