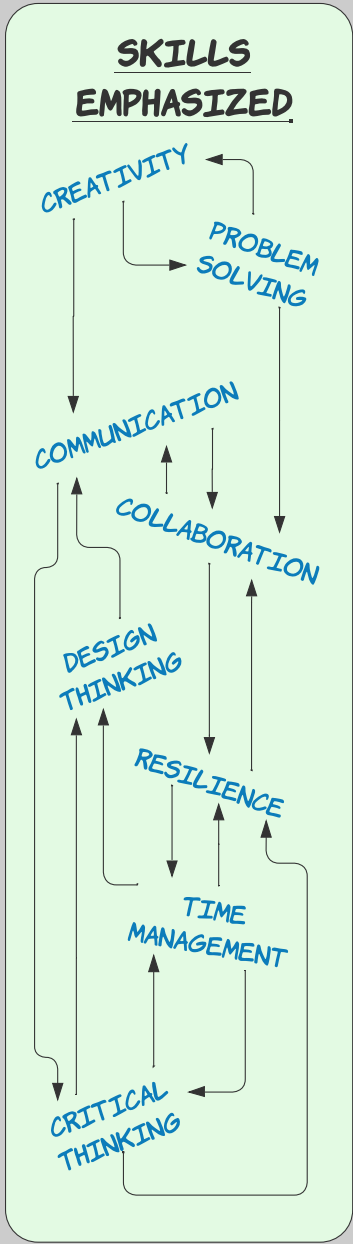


Innovative Education at Buckeye Central

District Vision: Inspire students to be *passionate learners* and *thinkers* assuring success as *confident* and *creative builders* of their future.

District Mission: To *nurture, inspire, and empower* our students to be resilient lifelong learners and successful, contributing members of society.



Updated 7/14/23

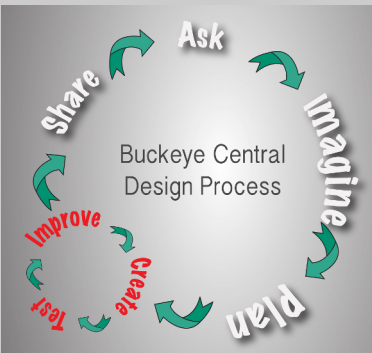
Project-Based Learning in All Classrooms

Project-based learning is a teaching method in which students gain knowledge and skills by working for an extended period of time to investigate and respond to an authentic, engaging, and complex question, problem, or challenge. As a result, students develop deep content knowledge as well as critical thinking, collaboration, creativity, and communication skills.

STEAM Labs and STEAM Integration Specialists

As teachers in grades K-12 explore project-based learning, they can also utilize the STEAM labs. These spaces offer unique work spaces, a wide variety of materials and supplies as well as numerous tools that staff and students can use to solve problems and design. The STEAM Integration Specialists are full-time employees dedicated to assisting teachers with PBL in their classrooms or the labs and supporting students with projects and designs.

Buckeye Central Design Process



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| HS | Innovations Semester Elective Course for Juniors and Seniors with Teacher Approval Student-selected projects are planned, created, and implemented utilizing the design process and a teacher facilitator |
| | Industrial Technologies Year-long Elective Course for Juniors or Seniors (Prereq: Ind Arts 1 & 2) Project-based learning focused on the design process using a variety of tools CAD and CAM VCarve CNC Router |
| 8 | Maker 2 Semester Elective Course Project-based learning using authentic problems and a wide variety of tools and skills |
| | Maker 1 Quarter Course for All Students Guided projects emphasizing the design process, modeling, and collaboration Postermaker Cricut Tinkercad 3D Printer |
| 7 | STEAM: Engineering, Robotics, and Coding All Year Course for All Students (Focus varies by quarter) Design Process, Robotics, Coding, and Engineering VEX Code.org Vivify |
| 6 | STEAM Integration with Coteaching Approximately 45 minutes per week with classroom teacher and STEAM teacher General introduction to problem solving, design thinking, computer science, and maker skills; integrated into content standards as appropriate Code.org Ozobots 3Doodlers Bee bots Hummingbird Legos Chromebooks WiggleBots Keva Planks 3 Dux Design |
| K-5 | (Skills emphasized from the left diagram) |