

2019-2020 <i>STEAM Learning</i>	2020-2021 <i>STEAM Facilitators</i>	2021-2022 <i>STEAM Facilitators</i>	2021-2022 <i>STEAM Expansion</i>
<p>Staff Development Focus</p> <ul style="list-style-type: none"> • Creativity & Maker Mentality • Power of the Arts • Thinking and Learning <p><i>Opportunities for content enrichment and off-campus staff development will be optional and in addition to the above.</i></p>	<p>Staff Development Focus</p> <ul style="list-style-type: none"> • N/A due to COVID <p><i>Students participated in adjusted STEM and STEAM challenges so we could abide by safety protocols and mitigation.</i></p>	<p>Staff Development Focus</p> <ul style="list-style-type: none"> • Horizontal Planning • Gifted Learners • Journaling in STEAM <p><i>Opportunities for content enrichment and off-campus staff development will be optional and in addition to the above.</i></p>	<p>Staff Development Focus at MCAA</p> <ul style="list-style-type: none"> • Horizontal Planning • Creative Inquiry & Presentation • TBD (staff survey from 2020-21) <p><i>Opportunities for content enrichment and off-campus staff development will be optional and in addition to the above.</i></p>
<p>Student Outcome Focus</p> <ul style="list-style-type: none"> • Journal use for creativity and data collection • Standards-Based • Real-world connections • Two Exhibit Nights 	<p>Student Outcome Focus</p> <ul style="list-style-type: none"> • Journal use for creativity and data collection • Real-world connections • Virtual STEAM showcase • Standards-Based 	<p>Student Outcome Focus</p> <ul style="list-style-type: none"> • Continued journal use • Standards-Based • Real-world connections • Two Exhibit Nights and one on-campus workshop (other educators) 	<p>Student Outcome Focus</p> <ul style="list-style-type: none"> • Continued journal use • Standards-Based • Real-world connections • Two Exhibit Nights/Two on-campus workshops (other educators)
<p>Culture and Environment</p> <ul style="list-style-type: none"> • 3 House Activities (August, December, May) designed by Administration • Use of 3 R's Consistently with Use of Earning "Badges" for the House • Celebration of Earned Badges 	<p>Culture and Environment</p> <ul style="list-style-type: none"> • 2 House Activities (January and May) designed by Administration • Use of 3 R's Consistently with Use of Earning "Badges" for the House • Celebration of Earned Badges 	<p>Culture and Environment</p> <ul style="list-style-type: none"> • 3 House Activities (August, December, May) designed by Administration • Use of 3 R's Consistently with Use of Earning "Badges" for the House • Celebration of Earned Badges • Increase of community and education partners 	<p>Culture and Environment</p> <ul style="list-style-type: none"> • 3 House Activities (August, December, May) designed by Administration • Use of 3 R's Consistently with Use of Earning "Badges" for the House • Celebration of Earned Badges • Continued addition of partners