



Dr. Adele Pecora
Superintendent of Schools

LIFT

Library, Innovation, Fitness, Technology

Agenda

- Introduction to LIFT
- Current Trends in Library
- Updates at the Harbor and Manor Elementary Schools
- Project Lead the Way
- Comments & Questions



LIFT

Library, Innovation, Fitness, Technology

The LIFT program is a new exciting interdisciplinary program for our K-5 students at the Harbor and Elementary Schools. The program will focus on the following:

- **Library:** Focus on library skills, continue collaboration with classroom teachers to focus on research, and Project Lead The Way
- **Innovation:** Focus on critical thinking, teamwork, creative problem solving, innovative thinking and inquiry based learning
- **Fitness:** Focus on nutrition, mindfulness that focuses on our SEL (Social Emotional Learning) programs such as RULER & Habits of Mind, and movement/fitness
- **Technology:** STEAM (Science, Technology, Engineering, Arts, Mathematics)



Our Journey... Exploring Creative Library Spaces

- December 2018 - We visited three schools regarding creative library use to support innovation and use of technology
- December 2018 - We visited schools for that had successful Project Lead The Way programs.
- Spring of 2019 - We proposed to the Board of Education the implementation of Project Lead The Way.
- Summer of 2019 - Ms. Samantha Riebling and Mr. Thomas Lynch went to training in Worcester, MA.
- 2019-2020 School Year - We began the implementation for PLTW and Ms. Jennifer Rosenberg was trained during the school year.



Current Trends in Library



TOP STORIES

Next-generation libraries

Schools across LI upgrade learning tools for students



Next-generation libraries are being built across Long Island, offering students a new way to learn. These libraries are designed to be flexible, open, and collaborative, providing a space for students to explore, create, and learn from one another.

These libraries are designed to be flexible, open, and collaborative, providing a space for students to explore, create, and learn from one another. They are equipped with a variety of resources, including digital tools, physical books, and a range of learning activities.

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Source: Newsday, Sunday, November 27, 2022

Three kinds of spaces your school district needs to improve learning and social-emotional health

By Joseph Scuderi, EdD, EdS



FORMAL SPACES

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Source: On Board, Monday, September 19, 2022

Current Trends in Library

LI schools creating next-generation libraries to ready students for future



- Like other public schools libraries across Long Island, the space has transformed into a place where students work together and learn in new ways using technology
- *"They [libraries] are such the hub of the entire school,"* -Director of Eastern Suffolk BOCES School Library System



Three kinds of spaces your school district needs to improve learning and social-emotional health



- Creative spaces, such as libraries and media centers, can enhance both formal and social learning
- School architecture can be part of your district's strategy to recover from the pandemic because physical learning spaces can play a role in enhancing learning and fostering better social-emotional health



We Have LIFT Off!

Library, Innovation, Fitness,
Technology



HARBOR
ELEMENTARY
SCHOOL



MANOR
ELEMENTARY
SCHOOL



LIFT Logistics

- This year the program will be staffed by three educators that are rotating between the Harbor and Manor Schools (Fall/Spring basis).
- LIFT will take place during scheduled library time in the library.
- K-5 students will have access to this program once a week.
- LIFT curriculum will incorporate current library curricula and PLTW program and will also include new curricula in the areas of STEAM, fitness, and wellness.

	Fall	Spring
Harbor ES	Library, PLTW, Technology (Library Media Specialist) Focus: Library, Research, Innovation, Technology	Fitness, Wellness and Technology (Physical Education/Health & General Education Teacher) Focus: Fitness, Innovation, Technology
Manor ES	Fitness, Wellness and Technology (Physical Education/Health & General Education Teacher) Focus: Fitness, Innovation, Technology	Library, PLTW, Technology (Library Media Specialist) Focus: Library, Research, Innovation, Technology



Science • Technology • Engineering • Math

Project Lead the Way

Grades K/1: Animated Storytelling

Students explore the sequential nature of computer programs through hands-on activities, both with and without a digital device. They explore the fundamentals of programming using ScratchJr, a block-based programming language to create their own stories.



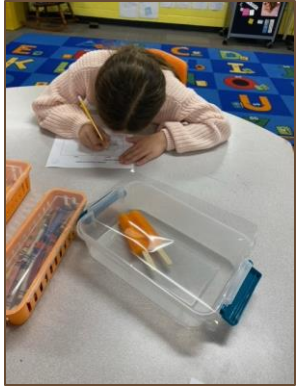
Grades 2/3: Properties of Matter

Students investigate and classify different materials by their observable properties, including color, texture, and heat conduction. Students learn about states of matter and properties of materials. They investigate which materials are good insulators and which are good conductors.



Grades 4/5: Science of Flight

Students discover aeronautics. They learn about the forces involved in flight. Encouraging innovation, they design, build, and test an experimental model glider to find out how air and other forces affect its flight.



STEAM MATERIALS STUDENTS WILL BE USING IN LIFT



Beebots



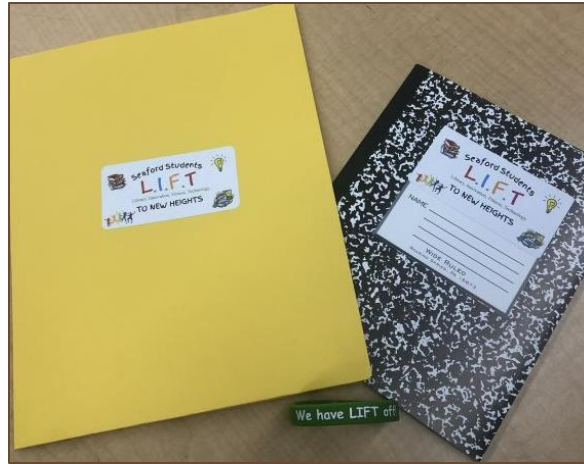
Green Screen Activity



Sphero

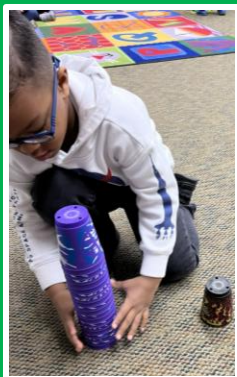


Cup Stacking Challenge



LIFT Video

LIFT



LIFT

a trailblazing approach
to educating our students

WE HAVE LIFT OFF!

Welcome to a new kind of learning. With Seaford's newest interdisciplinary enrichment program, students will explore the pillars of research and investigation, project-based learning, wellness, and technology integration.

MEET THE TEAM:



Mrs. Rosenberg



Mr. Maricondo

L

LIBRARY & RESEARCH

Find books, conduct research, and have fun! The library is the school's center for active and engaged learning. Here, we cultivate digital citizens, skillful researchers, critical thinkers, makers, and enthusiastic readers.

I

INNOVATION // PROJECT LEAD THE WAY

Young learners are naturally wired for discovery. You've seen it. Discovery is what makes them tick. PLTW taps into students' exploratory nature, engages them in learning that feels like play, and encourages them to keep discovering - now and for whatever future they choose.

F

FIT MINDS & BODIES

Move your body, grow your brain. Students will discover the interconnectedness of healthy mind and movement through hands-on activities that nurture inquiry, mindfulness, growth, and healthy living.

T

TECHNOLOGY & STEAM CHALLENGES

Science, Technology, Engineering, Arts, and Math spark curiosity, learning, and inquiry-based thinking. Using exciting new tools like Sphero, Cubelets, and BeeBots, students explore real-world applications, develop problem solving skills, and become critical and independent thinkers.



Thank-you!

**Comments/
Questions**