

STEAM Formation

Expect great things.







Why STEAM?

STEAM isn't new



Acceleration is new

Digital

Exponential

Combinatorial








Expect great things.

21st Century Survival Skills by Tony Wagner

- Critical Thinking and Problem Solving
- Collaboration and Leadership
- Agility and Adaptability
- Initiative and Entrepreneurialism
- Effective and Oral Communication
- Accessing and Analyzing Information
- Curiosity and Imagination



STUDENT A

MATH
SCIENCE
ENGLISH
SOCIAL STUDIES



STUDENT B

CONTENT MASTERY
CRITICAL THINKING
COMMUNICATION
COLLABORATION
CREATIVITY
GLOBAL COMPETENCE
SELF-DIRECTION



Health

Art

History

Biology

Literature

Geometry



Real life.

National Academy of Engineering

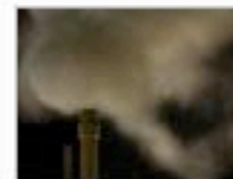
The Grand Engineering Challenges



Advance health
informatics



Advance
personalized
learning



Develop carbon
sequestration
methods



Engineer better
medicines



Engineer the tools
of scientific
discovery



Enhance virtual
reality



Make solar
energy
economical



Manage the
nitrogen cycle



Prevent nuclear
terror



Provide access to
clean water



Provide energy
from fusion



Restore and
improve urban
infrastructure



Reverse-engineer
the brain



Secure
cyberspace



Expect great things.

What does the data show?





CAREERS

US Department of Labor estimates
8.6 million NEW STEAM jobs
were *unfilled* in 2018



Expect great things.



65% OF JOBS OUR STUDENTS WILL HAVE DON'T EXIST TODAY

Big Data Architect

IOS Developer

Cloud Services Specialist

Data Scientist



Expect great things.



INTRODUCING
amazon go







CAREERS in Pennsylvania

- By 2024, there will be **1 million** STEM related job opportunities in Pennsylvania
- In 2016 there were approx. **17,000** unfilled computer science & software jobs in PA
- In 2014, PA had only **2,820** computer science graduates and only **1 in 5** were women
- In 2015, **40%** of PA Students displayed college/career readiness. Only **10%** of African-American students displayed college/career readiness.



Expect great things.

STEAM in Pittsburgh

- Pittsburgh is ranked as the **3rd best** US city for STEM jobs
- Apple, Google, Uber and other leaders in STEM have opened offices with **thousands** of STEM jobs in Pittsburgh
- African American men ages 18-64 in Pittsburgh are underrepresented in **13 of the region's 20** major industries, including areas like financial services and utilities
- Pittsburgh has seen a rise in high-tech business services, with **2,400** new jobs in engineering and **3,900** in systems design





"However, many students do not have access to the resources to develop their interest in STEM and STEM careers."

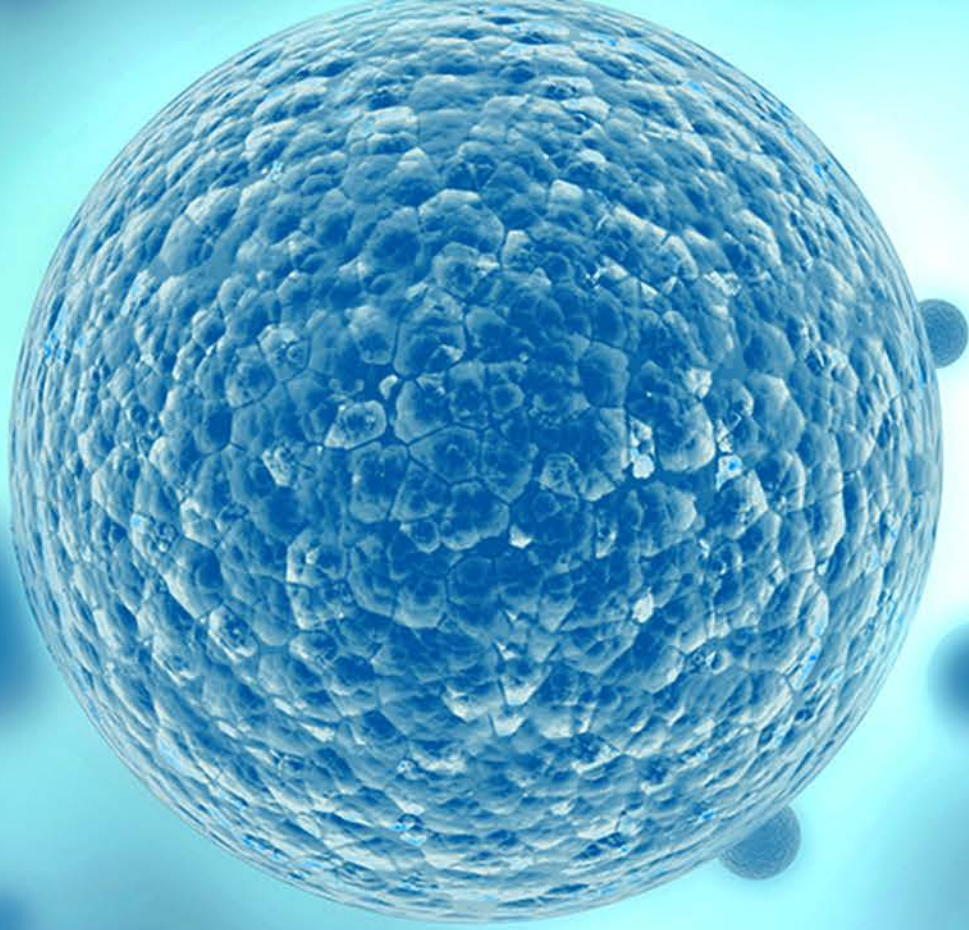
- *Pennsylvania Department of Education: Policy Office and Special Consultant to Secretary for STEM Education. (2016). Opportunities for PA to lead in computer science education.*

Expect great things. 

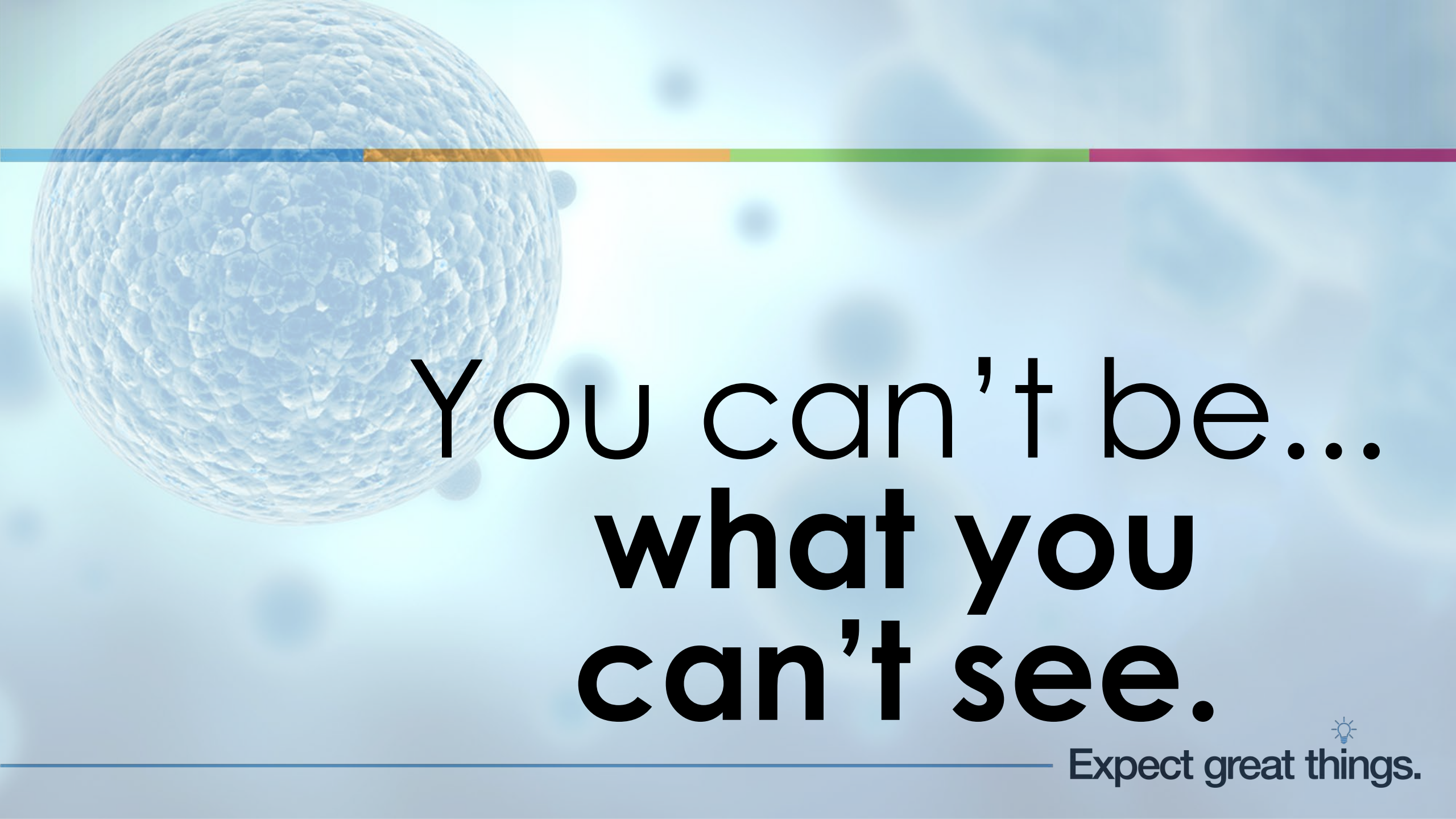
What is STEAM?

STEAM is a **culture**,
not a class.





Why does
STEAM matter
to our students?



**You can't be...
what you
can't see.**

 Expect great things.



Achievement Gap

Impoverished Background

ADD and ADHD

English Language Learner Needs

Reading Difficulties

504 Plans

Absences

Boredom - Lack of Engagement

Gender Bias

.



Stop asking your children what they want to be when they grow up...



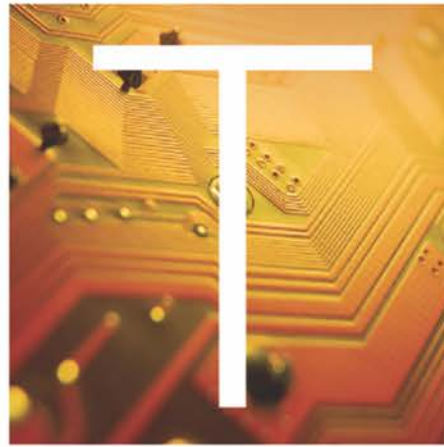
Start asking them what problems they want to solve!



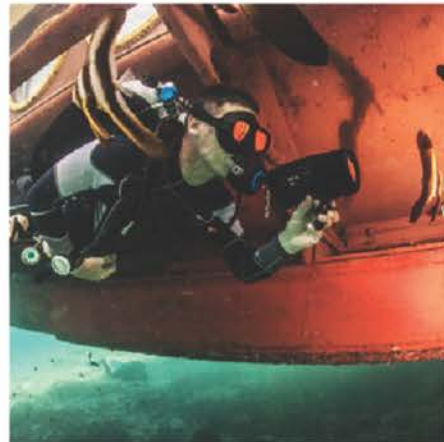
...and green things.

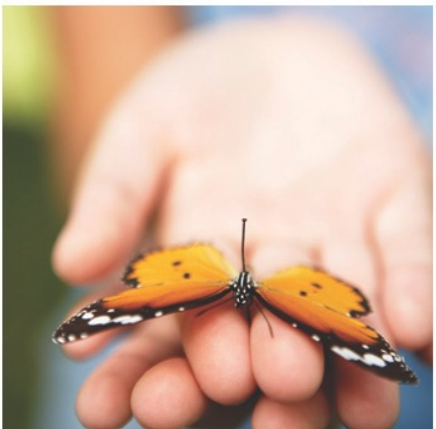


What is
STEM?



It depends
who you ask.





STEAM Learning

In a STEM learning environment, powerful **critical thinking** and **exploration** practices commonly used in science, technology, engineering and math classrooms will be drawn **across disciplines** and connected by a common or transdisciplinary theme, allowing students to:

STEM Learners:

- Ask deep real world questions
- Collaborate with their peers
- Arrive at meaningful conclusions
- Explore STEM careers



The leading global media company

225 countries & territories

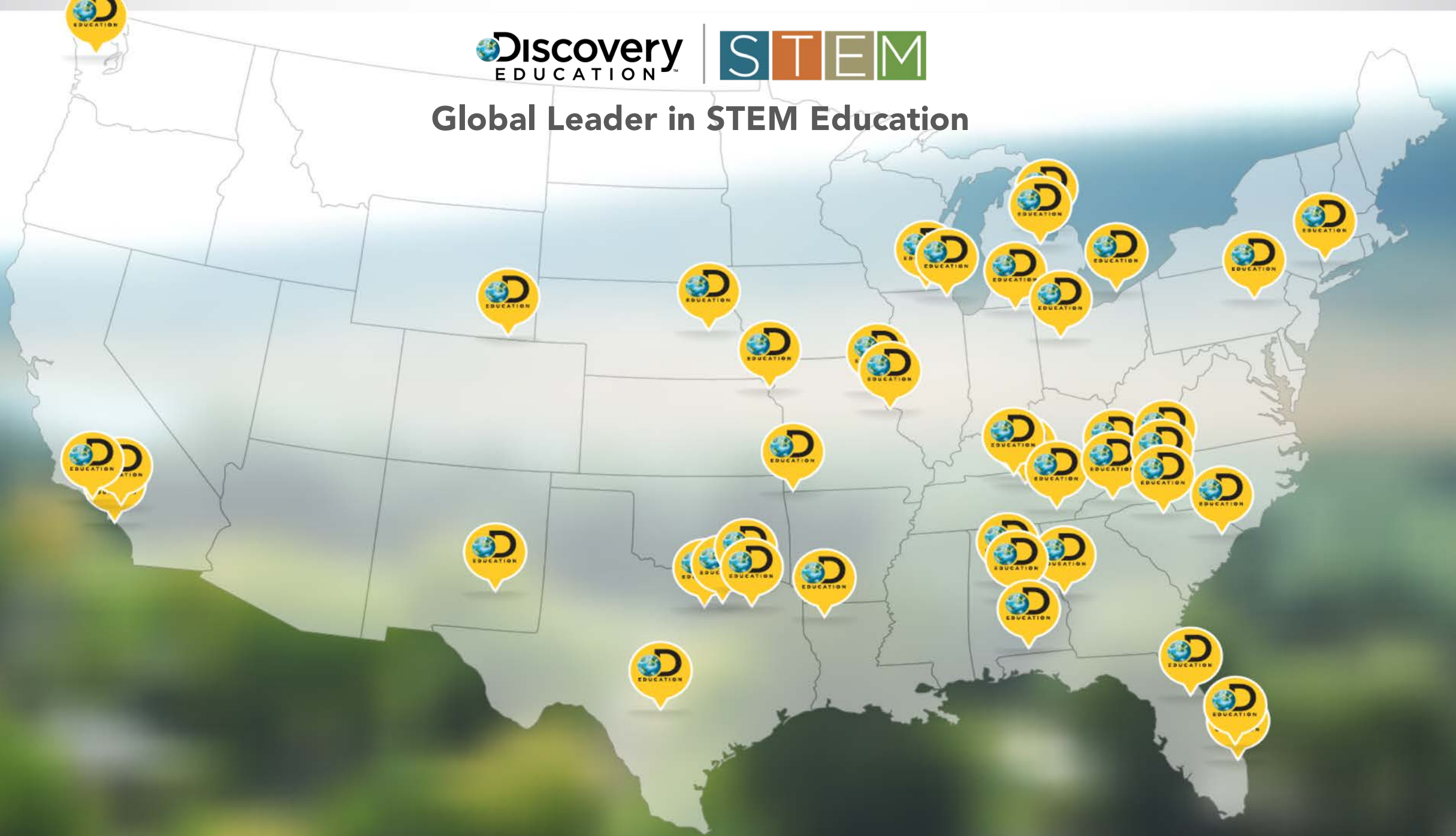
3+ billion global viewers

45 languages

Innovation



Global Leader in STEM Education





PROFESSIONAL DEVELOPMENT



1

Shared Leadership
Model



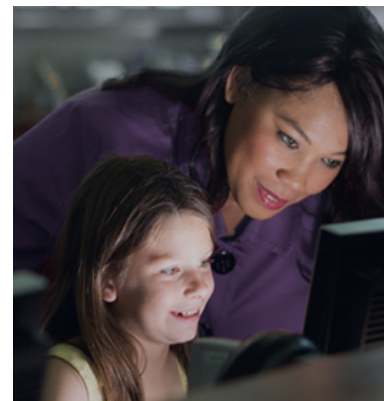
2

Continuous
Improvement Cycle



3

Multiple Learning
Opportunities Over
Time



4

Job Embedded
Instructional Support



5

Learning Labs

 Expect great things.



Transforming practice. Transforming culture.

“Educators need more than **80 hours** of high quality professional development over a two-year period to change their *practice*. They need **160 hours** of focused professional development over a three-year period to change the *culture*.”

Supovitz & Turner

- Expect great things. 



A three-year system for professional learning and leadership designed to build and sustain a culture of STEAM teaching and learning.



56 Schools

56 Campus Administrative Teams

224 STEAM Teacher Leaders

224 STEAM Learning Lab Classrooms

1 PPS Exec Leadership Team

Expect great things. 

Year One Outcomes

TEACHERS



- Create STEAM-based instructional strategies
- Move from teacher-directed to student-driven
 - Drive students engagement through the use of interdisciplinary learning
- Strengthen teacher leadership strategies

STUDENTS



- Engage in STEAM-based activities
- Make Real World content ties
- Become content creators, not consumers

ADMINISTRATORS



- Empower Teacher Leaders
- Begin to engage community
- Create an atmosphere for collaboration through a school-wide learning lab approach

 Expect great things.

Year Two Outcomes

TEACHERS



- Build rigorous standards-based STEAM learning activities
- Deliver instructional strategies tying content to STEAM careers and the real world
- Measure Creativity, Critical Thinking, Collaboration and Communication
- Offer learning lab environment and culture into practice

STUDENTS



- Engage and achieve through relevant real-world content
- Investigate of STEAM problems in the local community
- Productively communicate understanding through STEAM-based assessments

ADMINISTRATORS



- Communicate STEAM vision to community
- Support teacher leadership with learning lab access for all
- Establish a STEAM leadership group
- Support implementation of inquiry-based instructional strategies

 Expect great things.

Year Three Outcomes

TEACHERS



- Increase opportunities for learning lab access and peer coaching
 - Standards-based STEAM experiences through a transdisciplinary Approach
- Connect STEAM skills to future careers possibilities
 - Increase student discourse and the development of student led inquiries

STUDENTS



- Positive attitudes and interest in STEAM
- Greater confidence, hard work and perseverance when faced with challenging STEAM tasks
- Increase ability to explain thinking through critical discourse

ADMINISTRATORS



- Establish STEAM metrics to determine growth
- Develop communication strategies and a STEAM "Story" to share
 - Develop structures to support data-driven, cross-curricular collaboration and Transdisciplinary professional learning



Expect great things.



STEM
CONNECT

REAL CHALLENGES. REAL POSSIBILITIES

A cutting-edge interdisciplinary K-8 STEM resource.

Relatable,
Real World
Challenges

Across
Subjects
& Grades

4Cs
STEM Skills
Framework

Critical-
Thinking
& Literacy
Focus

Career
Connections

A supplemental K-8 resource designed to enhance core curriculum and bring STEAM solution seeking skills to life in your classrooms. 💡

Expect great things.

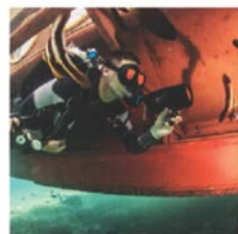
All 50 States

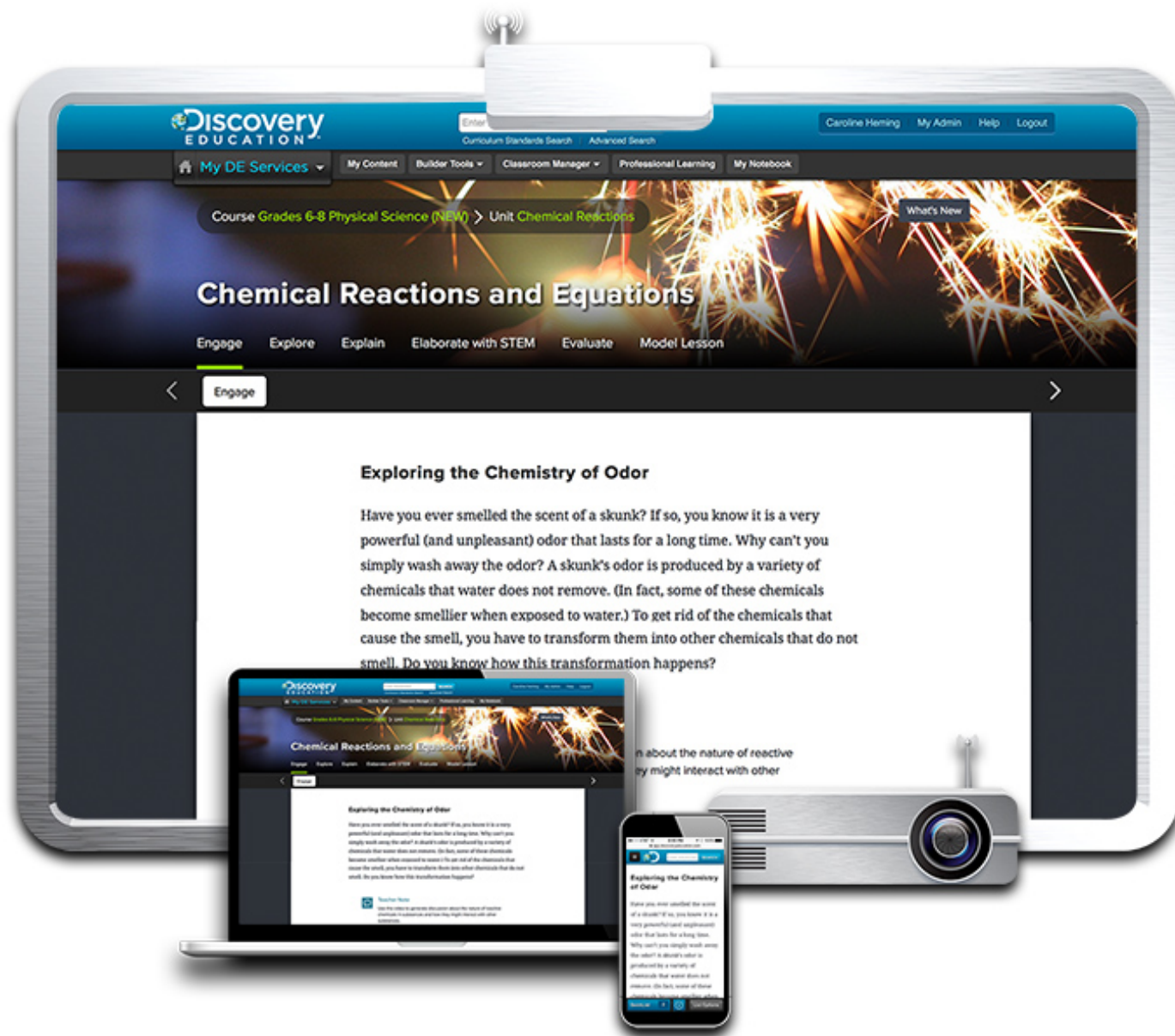


STEM Instructional Progression

Transformation Built On The 4 C's

| | Indicator | Description | Emerging | Developing | Accomplished |
|------------|-------------|--|--|--|---|
| Creativity | Preparation | Lessons incorporate opportunities for students to explore and apply content-specific academic content, processes, and skills. The teacher designs lessons that support content-specific academic content, processes, and skills. The teacher designs lessons that support content-specific academic content, processes, and skills. | The teacher designs lessons that support content-specific academic content, processes, and skills. The teacher designs lessons that support content-specific academic content, processes, and skills. | The teacher designs lessons that support content-specific academic content, processes, and skills. The teacher designs lessons that support content-specific academic content, processes, and skills. | The teacher designs authentic, interdisciplinary experiences to support student inquiry and design. The teacher encourages students to think outside of the box to solve problems and supports students' unique ideas and approaches. The teacher identifies and highlights academic standards that support investigations. The teacher involves students in the development of some lesson topics and learning activities. Students demonstrate progress in unique and creative ways through multiple mediums. |
| | Inquiry | Students engage in problem-based learning, understanding that inquiry begins with a question. The teacher guides students through the design process, the scientific method, and other models. The teacher guides students through the design process, the scientific method, and other models. The teacher guides students through the design process, the scientific method, and other models. | The teacher guides students through the design process, the scientific method, and other models. The teacher guides students through the design process, the scientific method, and other models. The teacher guides students through the design process, the scientific method, and other models. | The teacher guides students through the design process, the scientific method, and other models. The teacher guides students through the design process, the scientific method, and other models. The teacher guides students through the design process, the scientific method, and other models. | Inquiry can be student directed, but the level is appropriately selected. The teacher acts as a facilitator to support student-initiated inquiry. Students engage in appropriate but varied modes of inquiry. Students connect that many careers use varied inquiry models in their everyday functions. |





Discovery
EDUCATION™

SCIENCE
TECHBOOK™



Discovery
EDUCATION™

COMMUNITY

Discovery
EDUCATION™

PROFESSIONAL
DEVELOPMENT

Discovery
EDUCATION™

STEM
CONNECT

Discovery
EDUCATION™

STREAMING
PLUS



Expect great things.



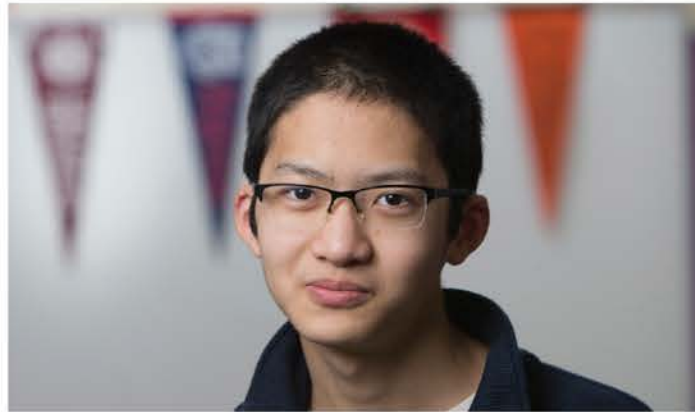
Questions

Thank you

Minika Jenkins

Chief Academic Officer

 Expect great things.



A Plan to Address Instructional Gaps in Mathematics

Expect great things.





Developing Instructional Leaders in Mathematics at “*Scale*”

Supporting Mathematics Instruction Beyond the Classroom

- Building capacity and content knowledge with
 - School-based staff
 - School-based leaders
 - School-based administrators
 - District support staff



CARNEGIE LEARNING

LONG + LIVE + MATH

 Expect great things.

Partnership with CARNEGIE LEARNING

- Focused, Sustained Professional Learning
 - Improve student learning outcomes
 - Work with school-based leadership teams
 - Build and strengthen district leadership teams around evidenced-based best practices
 - Building capacity through content and pedagogical training

The Research Behind CARNEGIE LEARNING

- Research-Proven by a RAND Corporation “Gold Standard”
- Top-Rated by EdReports.org
- ESSA-approved



Questions

Thank you

Minika Jenkins

Chief Academic Officer

 Expect great things.



Expect
great
things