

STEAM



HUB



2026-27 Kickoff Meeting

August 13, 2026

AGENDA

01

Introductions

02

Purpose of the STEAM Hub

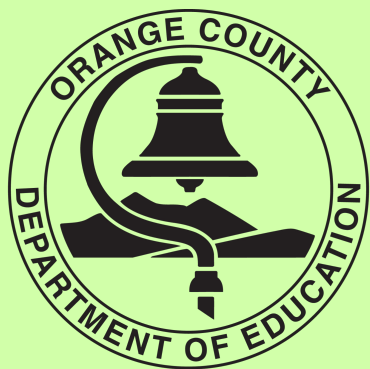
03

“Inquiry Lab” v. Workshop

04

Upcoming dates/topics





Stefan Bean, Ed.D.
County Superintendent of Schools

Orange County Department of Education System of Support for Expanded Learning

We are happy you are here!



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MOO DENG MOOD CHECK



Equity
and
Access

Integrated
Approach

Collaborative
Spirit

Learner-
Centered
Supportive
Environment

Increased
quality and
quantity of
STEAM learning
opportunities



CALIFORNIA STEAM HUB VALUES

Before We Begin...



*Think of a student who struggled last year.
Don't say their name.*

Take 30 seconds to think:

***Did they struggle because they didn't feel
they belonged?***

***Or did they not feel they belonged because
they struggled?***

WHY Belonging?

Belonging means every student feels...

- I matter here.
- Someone notices me when I'm absent.
- My voice matters.
- I can take risks without fear.

Belonging isn't another initiative.

It is the condition that allows every other initiative to work.

2026-27

TOPICS BREAKDOWN:

S Science	T Technology	E Engineering	A Art	M Math
				
				

YES:

PENDING:

MATH IDENTITY

“A student’s emotional relationship with math is foundational to their *cognitive* relationship with math.”

Liesl McConchie





WORKSHOP

- ★ Held at a community partner location
- ★ Facilitated by a guest expert
- ★ A resource or service you could use at your district/site
- ★ A connection to Orange County

NEW!

VS.

INQUIRY LAB



- ★ 3 sessions spread across the school year
- ★ Facilitated by OCDE ExL Team
- ★ Has an inquiry based, hands-on component
- ★ Attendees receive materials to take back to school
- ★ Centered around the NTAC STEAM Toolkit

STEAM LESSON CHARACTERISTICS



Creative: tackles a real world challenge; creates something that has meaning or value



Interdisciplinary: includes content and skills from more than one field of knowledge



Experiential: provides opportunities for active exploration; hands-on, minds-on



Inquiry-based: follows the design thinking process



NEW!

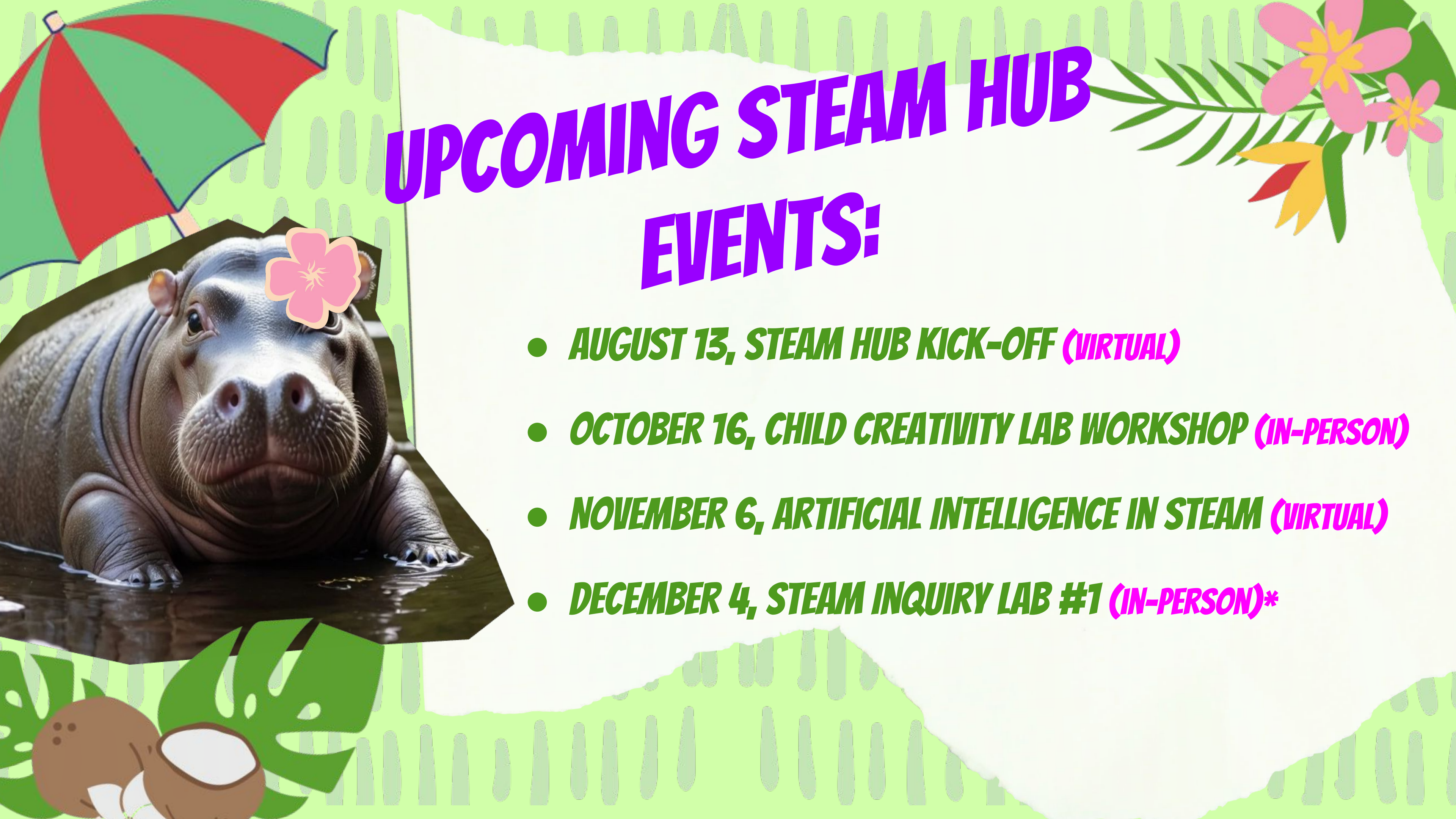


MASTERMIND

We are smarter together!

Problem-solving protocol:

1. The person presenting a problem of practice has 3 minutes to talk about a scenario they are working on.
2. The group has 3 minutes to ask clarifying questions.
3. Presenter has 2 minutes to rephrase their question.
4. The group has 5 minutes to give feedback/suggestions.

A vibrant collage with a light green background. On the left, a hippopotamus is partially submerged in dark water. Above it is a red and green striped umbrella. To the right of the hippo is a pink flower. In the top right corner, there are more pink flowers and green leaves. At the bottom left, there are two coconuts, one whole and one cracked open. The main text is on a white torn-paper-like background in the center.

UPCOMING STEAM HUB EVENTS:

- **AUGUST 13, STEAM HUB KICK-OFF (VIRTUAL)**
- **OCTOBER 16, CHILD CREATIVITY LAB WORKSHOP (IN-PERSON)**
- **NOVEMBER 6, ARTIFICIAL INTELLIGENCE IN STEAM (VIRTUAL)**
- **DECEMBER 4, STEAM INQUIRY LAB #1 (IN-PERSON)***

Website
Website



SSEL TRAININGS

Check our OCDE ExL site calendar and newsletters for more learning opportunities!

Newsletter

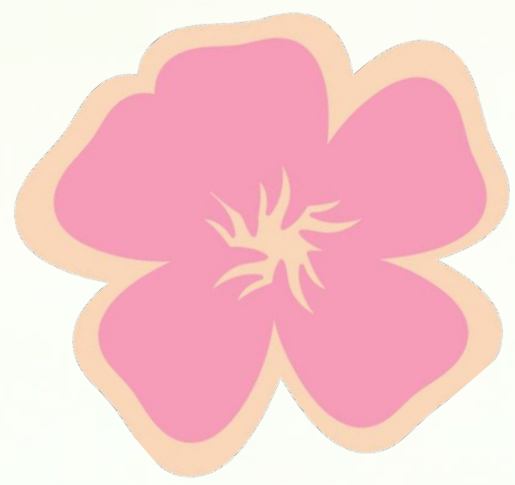


Website



Fall 2026





STEAM COACHING IS AVAILABLE AT YOUR SITE!



Possible topics include:

- Hands-on Math**
- Design Thinking and the Engineering Cycle**
- Project-based Learning**
- Inquiry-based Learning and Phenomenon**
- The 5-E Lesson Plan**
- Nature Journaling**

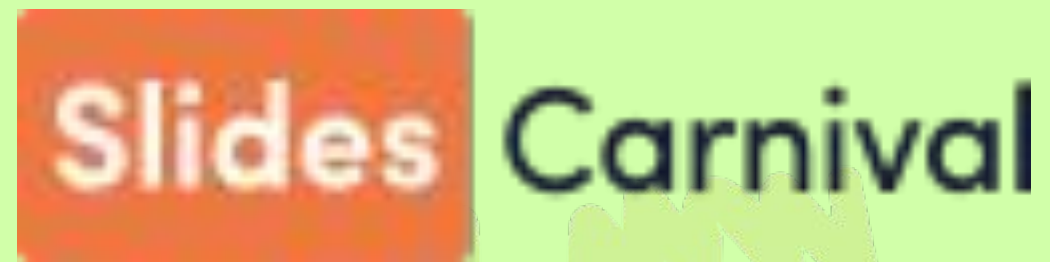
THANK

YOU!



CREDITS

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for the presentation template

Pexels, Pixabay

for the photos

Happy designing!