## Elementary Science -Evolution to S.T.E.A.M.

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Over the years, Williamsville's Science program kept changing, and so did the state standards. Limited instruction time had a huge impact on student performance.





## The Problem



Common factors that impacted national science performance:

1. Not enough instructional time

- 2. Teachers unprepared
- 3. Limited resources

There is a growing need for STEAM education in our US elementary schools... THE SOLUTION



#### **The NEW Science Standards...**

- Focus on <u>DOING</u> science, instead of reading about it
- Less VOCABULARY, more emphasis on <u>PLANNING</u> / <u>DESIGNING</u> <u>SOLUTIONS</u> to Real-World Problems (building models)
- Incorporate <u>Engineering Practices</u> to engage students in <u>hands-on processes</u>

BUT ... THIS TYPE OF TEACHING

REQUIRES MORE TIME

To meet the new Science standards and address the issue of TIME...

### Williamsville created a NEW SCIENCE formula that "breaks the mold" of previous models...





More Time + <u>Prepared Teacher</u>

**BETTER SCIENCE for Students** 

## **A STAR is born! STEAM Class:**

- Focuses on the **new** Science Standards
- Incorporates Technology, Engineering, Arts, and Math
- Allows students to experience hands-on concepts of science
  Fosters curiosity
- Encourages students to **discover answers** for themselves
- Teaches students to **re-think and re-evaluate** their ideas

STEAM focuses on the PROCESS, rather than the **PRODUCT** 

For example, the water cycle is about evaporation, condensation, and precipitation, but instead of focusing on the vocabulary words and their definitions, the focus is now on the process of the water cycle, and how students can model it, and make sense of it.



#### How does this look at CP?

- Students have a lesson in the STEAM Lab each week with Mrs. Hardbattle
- Lessons include:
  - Hands-on activities
  - Science experiments
  - Open-ended discussions
  - Challenges to solve real-world problems
- Students continually go through the **Engineering Design Process** to plan, **create**, test, and **improve** their creations and ideas

#### The STEAM Program Also Teaches:

- Teamwork
- Problem solving
- Critical thinking
- Creativity
- Flexibility
- Perseverance
- How to celebrate mistakes and learn from them

### Why is STEAM so important?

#### By the time our students enter the workforce,



of the jobs that will be available don't even exist, today!

We are preparing tomorrow's leaders for an Unknown world. They'll need to be problem solvers, thinkers, and innovators! This program is only a few months old, and we already have immense support from fellow teachers, administrators, parents, and the community.

I love seeing students realize their potential through hands-on experiences. They thrive when they can create and learn in a "judgement-free" environment.



#### STEAM Class -A fledgling program...



A program that will continue to grow and evolve...



And will take off and fly!



I look forward to watching your children grow into the problem-solvers, risk-takers, and innovators I know they are. Thanks for inviting me to speak about the new STEAM program!

# COME HOP ABOARD... It's full "Steam" Ahead!



