Sevier Middle School

Focused. Challenged. Prepared.
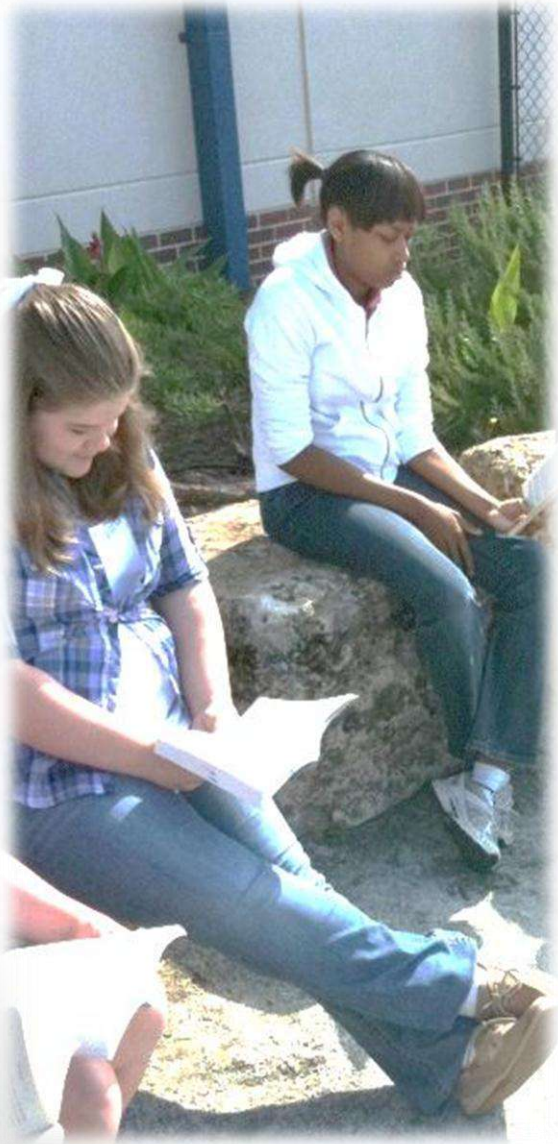
1000 Piedmont Park Road • Greenville, SC 29609
864-355-8200 • Fax 864-355-8255 • www.greenville.k12.sc.us/sevier

Welcome to Camp Sevier

- Built on the site of Camp Sevier, a WW I Army training post

- Active PTA and SIC,

- Community mentors, organization advisors, and speakers

- Over 8,000 volunteer hours in 2013-14

SEVIER FALCONS K-12

Students are assigned to Sevier from 6 elementary schools:

- Paris, Taylors, Lake Forest, Summit Drive, Augusta Circle, and A.J. Whittenberg
- Approximately 80 students attend on Special Permission

Our students are assigned to attend:

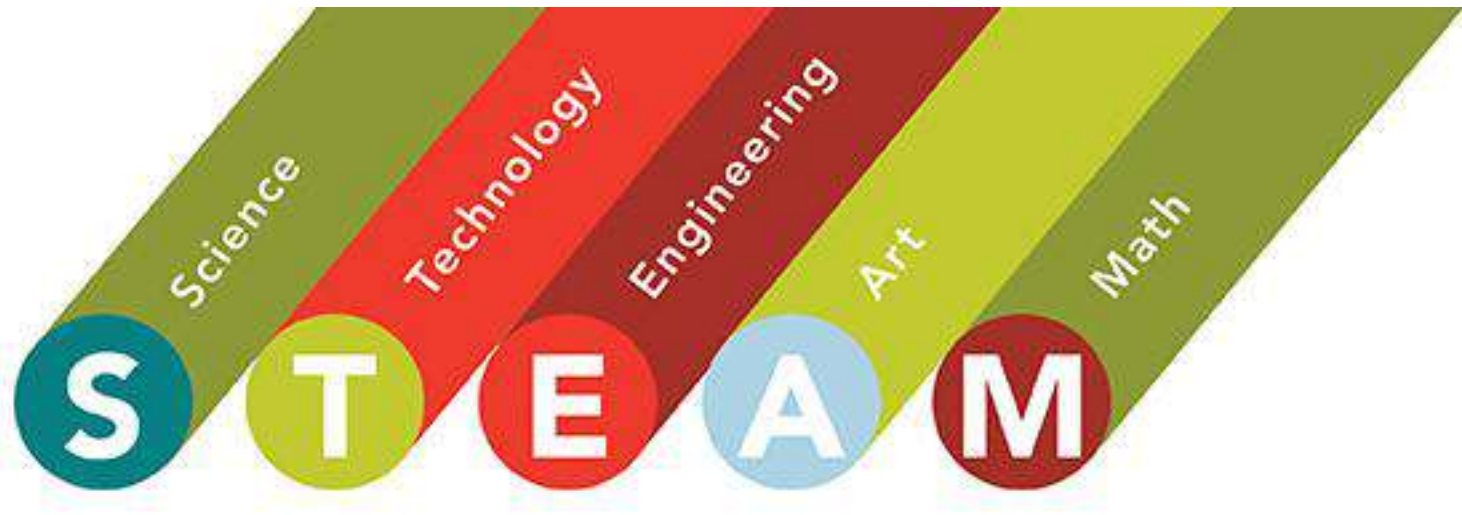- Wade Hampton High School
- Greenville High

STEAM - Focused Learning

Engaging Instruction

- Focus on exemplary instructional practices
  - Clear alignment with state standards
  - Literacy emphasis
  - Assessment that supports student success

- STEAM practices and thinking throughout all instruction

- Project-based learning

What is STEAM?

STEAM is an integrated approach to learning that helps learners

- Apply their knowledge in meaningful contexts
- Work together with peers
- See the relevance in what they are learning

STEAM PRACTICES

Science	Technology	Engineering	Fine Arts	Social Studies	Math
S1:Ask questions		E1: Define problems		Develop questions and plan inquiries	M1: Make sense of problems and persevere in solving them
S2: Develop and use models	T1: Become aware of the web of technological systems on which society depends	E2: Develop and use models	Use a variety of artistic media and symbols to independently create and perform work	Apply disciplinary tools and concepts	M4: Model with mathematics
S3: Plan and carry out investigations	T2: Learn how to use new technologies as they become available	E3: Plan and carry out investigations		Gather and evaluate sources	M5: Use appropriate tools strategically

Excerpt – STEAM Practices Matrix

Learners in a STEAM school use the thinking processes and practices found in the fields of Science, Technology, Engineering, the Arts, and Math.

Why STEAM?

STEAM advances the 21st century skills needed to be successful in a competitive global society.

- Critical thinking and complex problem solving
- Creativity and Innovation
- Communication
- Collaboration

*Students **learn how to learn***
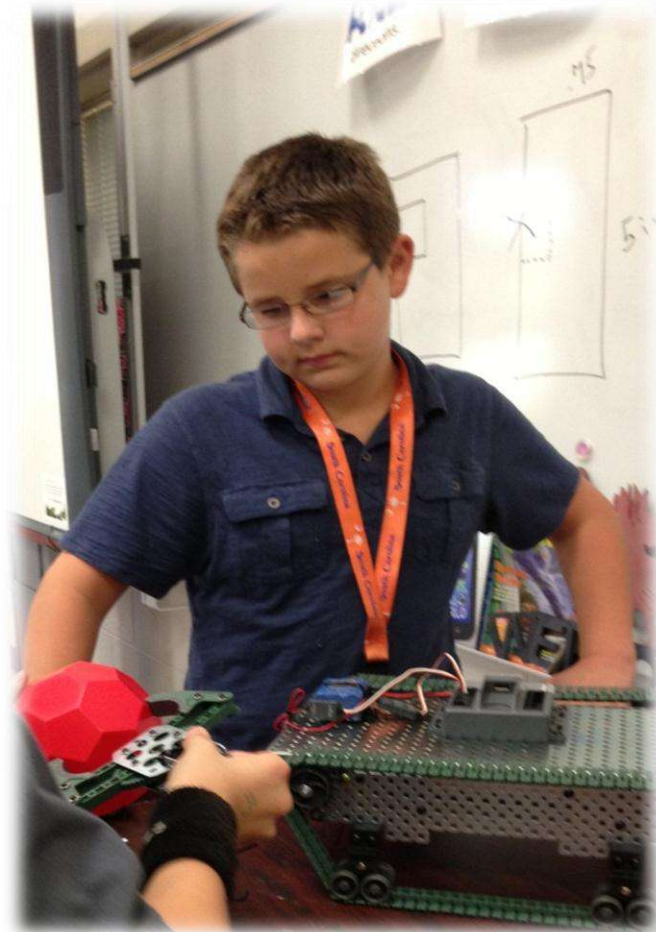
How Does it Work?

Rigorous Curriculum is the *Foundation*

- What students must **know** and be able to **do**

Project-Based Learning (PBL) is the *Vehicle*

- How we take them there

STEAM is the *Focus of Instruction*

- Integration of significant content
- "Through the lens" of -- of Science, Technology, Engineering, Arts and Humanities, and Math
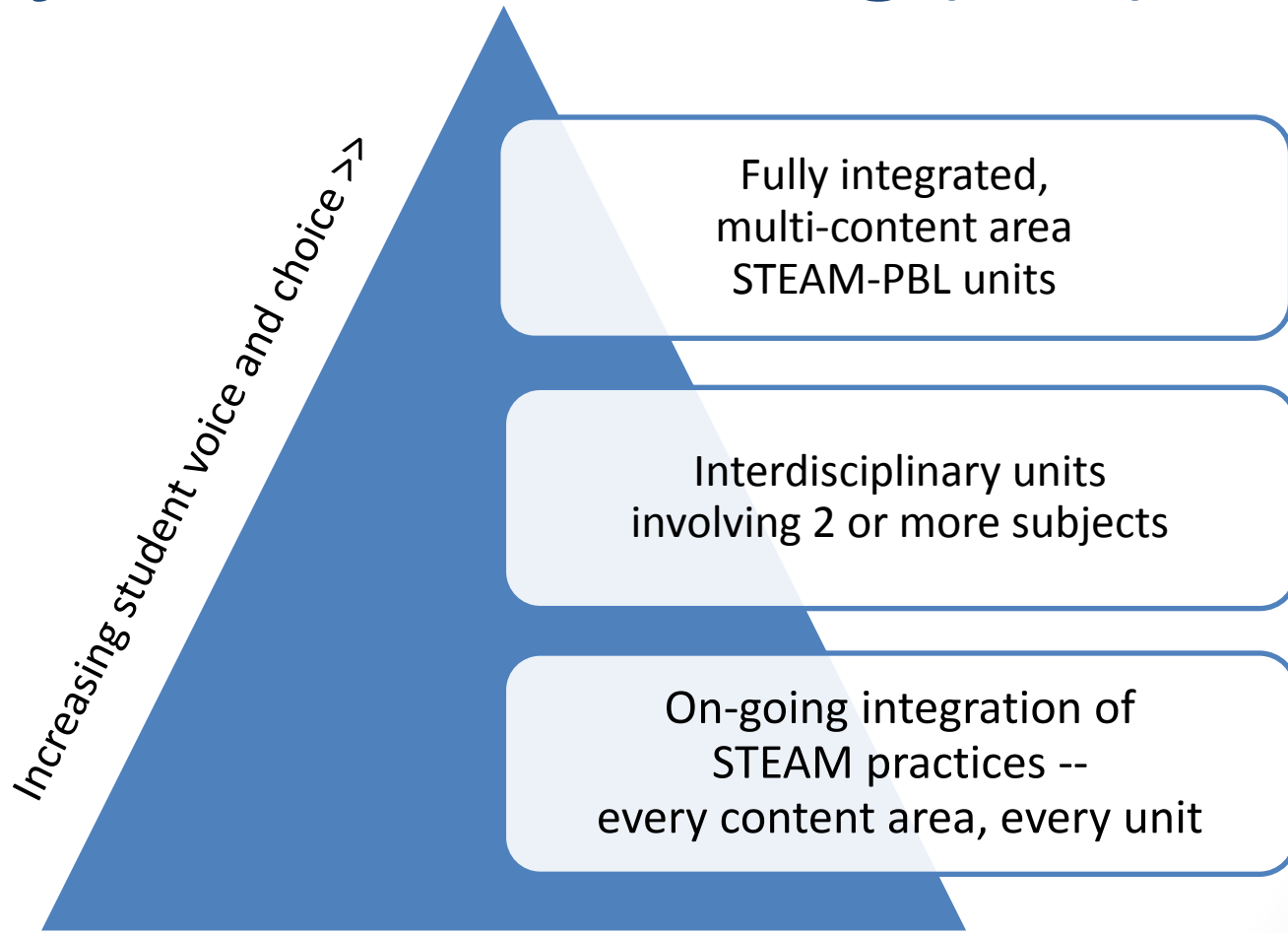
What is Project Based Learning?

- In-depth inquiry
- 21st century skills
- Driving Question
- "Need to Know"
- Voice and Choice – path, timeline, and product
- Feedback, Revision, and Reflection
- Public Audience

STEAM Unit Examples

Essential Question or "Driver"	Integrated Content Areas
How do we use and manage resources to meet a need?	ELA, Math, Science, Social Studies, Gateway to Technology
How do you make informed decisions?	ELA, Science, Media Specialist
How do we deal with change?	Math, Math Support, Social Studies, Special Education (Inclusion)
Can I thrive without other countries?	Math, Spanish, Social Studies
How are we persuaded to change our actions and beliefs?	Drama, ELA, Science
Can I grow that here?	Math, Science
What impact do humans have on the natural environment?	ELA, Social Studies
How do the Laws of Motion affect my life?	Math, PE/Health, Science
How do art and literature reflect as well as shape social change in a community?	Art, Band/Strings, ELA, Social Studies

Purposeful Progression of Project-based Learning (PBL)

Increasing student voice and choice ↗

Fully integrated,
multi-content area
STEAM-PBL units

Interdisciplinary units
involving 2 or more subjects

On-going integration of
STEAM practices --
every content area, every unit

Our instruction will become increasingly integrated and driven by real-world challenges that make clear the purpose of ALL instruction

Culture for 21st Century Learning

- Positive expectations & interventions - PBIS
- Orderly classroom environment
- Proactive intervention and support
- Fostering learner mindsets
- Developing social competency

Purposeful Use of Technology and Other Resources

- Students using technology in varied and meaningful ways

- Project mentors and public audience

- Business and industry simulations

- Partnership expansion and supporting protocols

What are the Benefits?

- Engagement
- Clear sense of "why"
- Deep learning of content and skills
- Social competence
- Exposure to STEAM careers
- Competent, confident learners and innovators

- STEAM-focused instruction, 6 -- 8
- Expanded opportunities for students
  - Graphic Arts and Design
  - Gateway to Technology: *Design and Model; Robotics and Automation*; *Green Architecture;* and *Energy and the Environment*
- Expanded extra-curricular offerings
  - Google CS First (coding and game development)
  - Robotics
- 1 to 1 technology
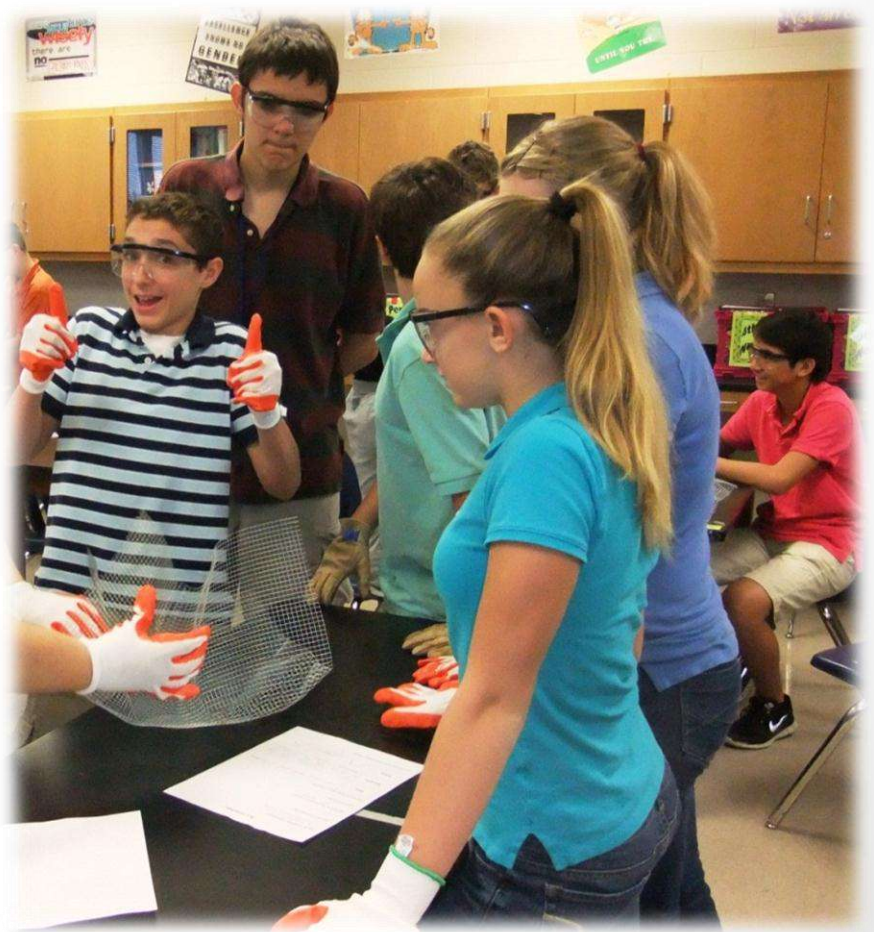
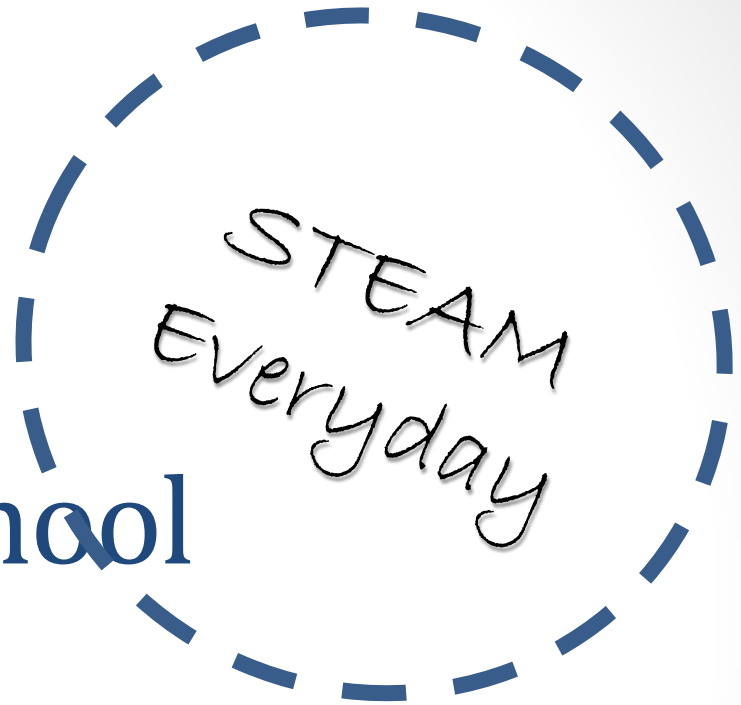# *OUR GUARANTEE*

Sevier Falcons are :

- Focused on learning
- Challenged to create, innovate, and excel
- Prepared for success

It's Great to be a Falcon!

Sevier Middle School

STEAM Everyday

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