Authentically STEAMed/Engaged in Learning

Insure access to innovative, technology-infused, student-centered learning opportunities that foster critical thinking, risk-taking, ownership, 21st century problem-solving, and global responsibility.



Timeline	Areas of Focus	Major Activities	Evidence
2017 - ongoing	Resources (space, \$, technology, community, professional development) • Utilize current technology to its fullest potential. • Foster collaboration between school, parents, and community. Overlap Goal Service & Community	 Assess technology availability & use at home Expand and integrate the Makerspace philosophy Explore "flexible classrooms" Identify in-school visionaries/ "Steam Team" Addition of Technology Specialist Teacher Addition of Grade 4 Chromebooks Update technology and related resources, as needed Continue to evaluate current & future needs Professional development for staff Budget for future Assess effectiveness of technology-based instructional tools & programs Explore creation of an integrated STEAM Lab Explore how the media center is utilized; research opportunities to expand STEAM concepts Remain cognizant & reflective of scheduling & its impact on supporting problem-based learning Expand upon Google Classroom use Tap the greater community for resources, support, funding, and/or grants 	Agendas/Minutes Observation Communication Community Feedback Evidence of Initiatives Curricular Updates Scheduled Events

		 Inclusion of integrated technology into all curricula (see Curriculum & Instruction Goal) 	
2017 - ongoing	 Create an interdisciplinary approach to promote global, digital citizenship. Build understanding of social media and Internet use (security, digital footprints, cyberbullying, information literacy) Overlap Goals Curriculum & Instruction; Character Development 	 Research & offer workshops for students, parents, teachers Explore Digital Citizenship curriculum to support our students (Common Sense Media, learning.com, netsmartz.org) Adopt a Digital Citizenship curriculum Keep Acceptable Use Policy (AUP) current & relevant Connect Digital Citizenship expectations to Character Development (see Character Development Goal) Inclusion of technology responsibility into all curricula (see Curriculum & Instruction Goal) 	Observation Communication Community Feedback Evidence of Initiatives Curricular Updates Scheduled Events Evidence of Programming Professional Development
2017 - ongoing	Opportunity (scheduling, space, time, planning) • Develop planning skills that incorporate critical thinking, problem-solving, and risk-taking • Increase student-driven initiatives as well as student-centered projects and activities.	 Explore Future Ready Schools Resources & Certification (committee) Expand upon Google Classroom use Expand and integrate the Makerspace philosophy Explore "flexible classrooms" and "Anytime, Anywhere" technology use & access Research specific technology use to support differentiation and insure access for all Explore student opportunity and choice for technology exploration (coding, app development, publishing, etc.) Consider "enrichment" period scheduling / expansion of independent study Invite community in to showcase student use of technology (makersfaire, workshops, etc.) Inclusion of integrated technology into all curricula (see Curriculum & Instruction Goal) 	Agendas/Minutes Applications Communication Committee Outcomes Scheduled Events Curricular Updates Evidence of Programming Communication Professional Development

2017 - ongoing	Philosophical Shift • Increase participation in project-based learning with real-world application. Overlap Goal Curriculum & Instruction	 Deepen understanding of how technology supports differentiation Embody student voice, student choice Increase ownership, opportunity, & independence Explore enhances to student safety and security (Go Guardian, AUP, Google Classroom, Cybersafety & responsibility) Inclusion of integrated technology into all curricula (see Curriculum & Instruction Goal) 	Observation Professional Development Community Feedback Curricular Updates Scheduled Events Evidence of Programming
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