





Community

The opportunity to forge friendships and relationships through learning collaboration and team building skills. It provides the opportunity to learn from people of all backgrounds and cultures deepening our understanding of most content.



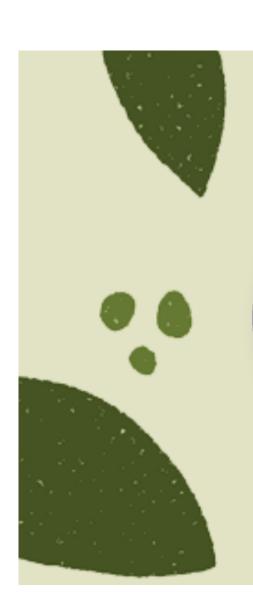
Culture

STEM IS a culture because of its ability not to fit inside traditional boxes. It allows students to imagine futures beyond what the world has to offer right now. It teaches vision, focus, growth mindset, and collaboration skills. All the skills any one person needs to be successful in all aspects of life. Most importantly, it creates a future for my students to be who they want to be.









Project Goals Centered

When creating my project, I had several goals in **Standards** mind:

Driven

- · Career-Centered
- · Standards-Driven Instruction
- Real-World Experience
- Community Involvement
- Creativity and Engineering opportunities

I wanted my students to feel as if they were getting the true experience in relation to becoming a master at any career. Like most, there is the content you learn that provides the foundation. Then there are the experiences and research you gain along the way before finally you become fluent enough to put that knowledge to work in solving real-world problems.

Real-World Experience

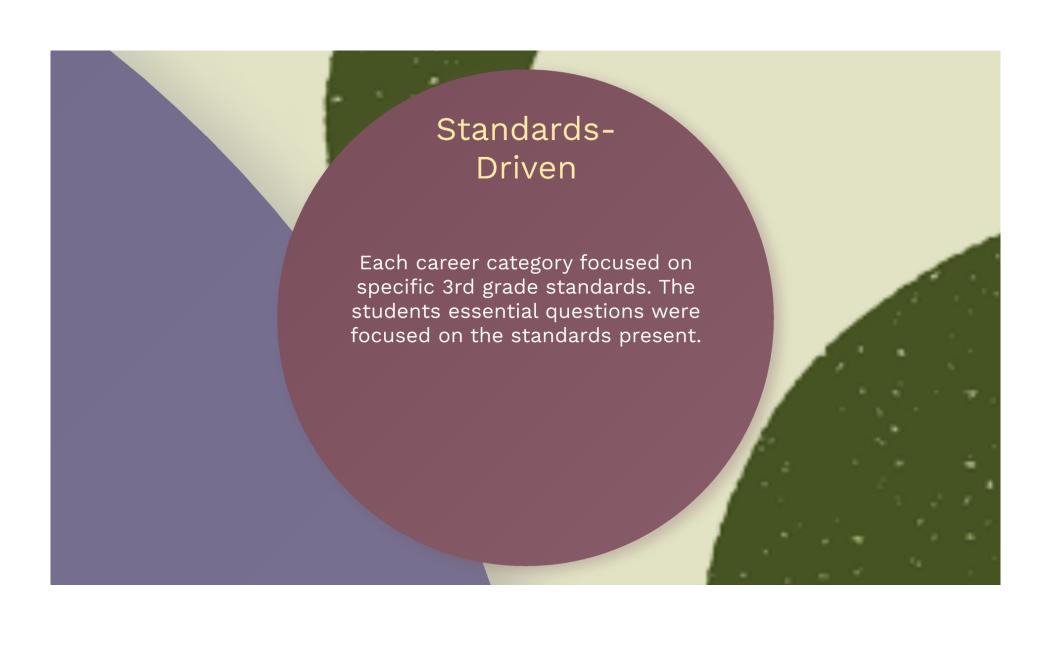
Community Involvement

Creativity

Career - Centered

Students took a teacher created and a interest focused assessment that guided me in placing students into specific careers. Students used their careers to become masters in certain content to be able to present to their classmates and help build a model community for our class.

Provides the opportunity for a career research project that students can present and share with their classmates.

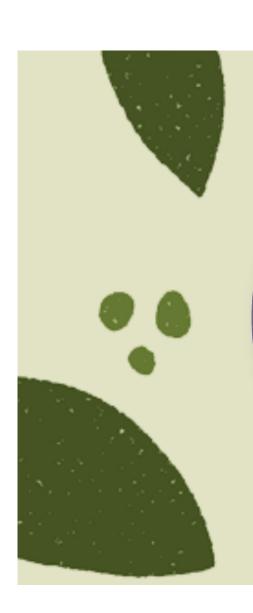


Real - World Experience

It is important in all aspects that content relates directly to the students. The community that my school is built in, is the same community that most of my children have lived in their entire lives. Recently, Habitat for Humanity was building 3 new homes across the street from our building and one of the students commented on it. We talked about, as a class, what the other homes in the neighborhood looked like and whether or not it had all the characteristics of a good habitat.







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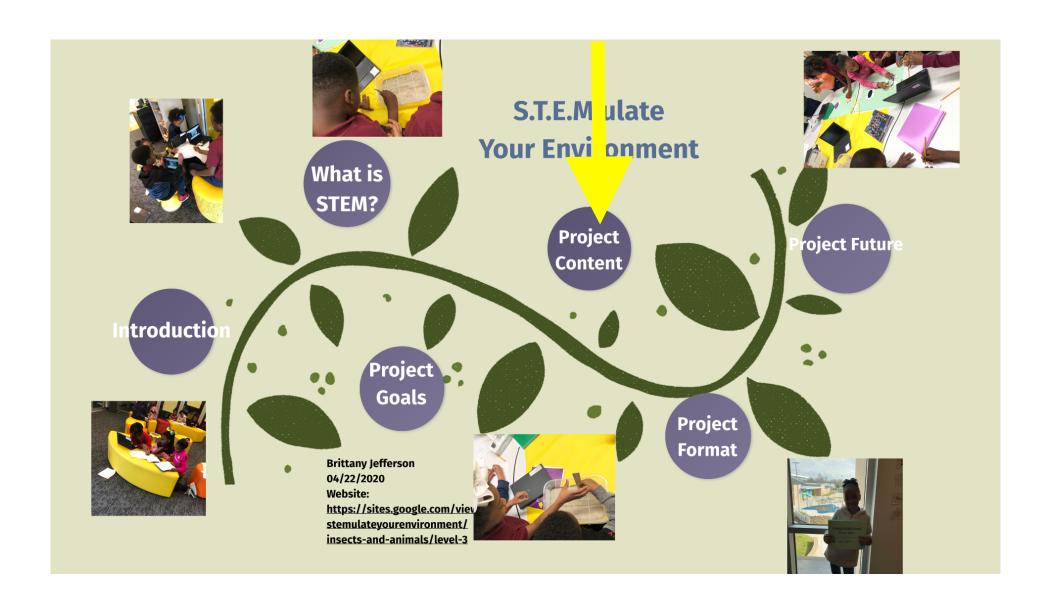
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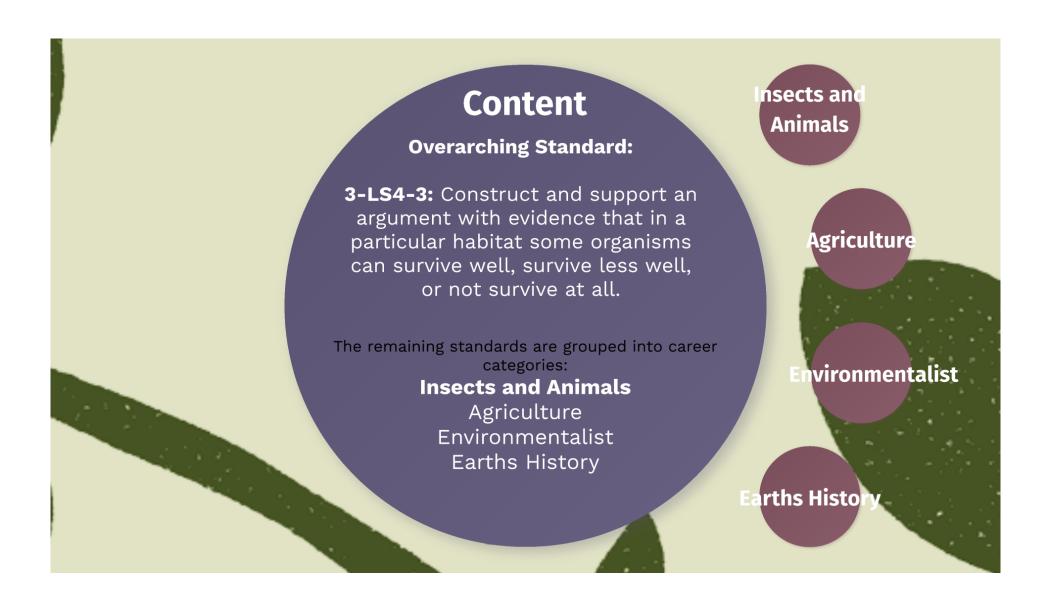
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Real-World Experience

Community Involvement

Creativity





Insects and Animals

Careers

Standards

- Entomologist
- Bee Keeper
- Zoologist
- Wildlife Biologist

• 3-LS2-1

- 3-LS1-1
- · 3-LS4-2
- 3-LS3-2

Purpose: to study lifecycles of different organisms and find their common interest. While also learning about how different characteristics are passed down to organisms, such inherited traits and adapted traits. They eventually begin the steps towards engineering a model of what their habitats would look like in our community.

Final Project



Agriculture

Careers

Standards

- Soil Scientist
- Horticulturist
- Plant Geneticists
- Irrigation Engineer

- 3-LS1-1
- 3-LS3-1
- 3-LS4-2

Purpose: This category, much like insects and animals, begins by focusing on th eplants lifecycle and how it continues to reproduce. Then we move into learning about the traits that are inhertied by the offspring of adult plants. Finally, we get to the stage where students begin to engineer their own model garden to place in our community.

Final Project



Environmentalist

Careers

Meteorologist

• Climatologist

Storm Chaser

Standards

• 3-ESS2-2

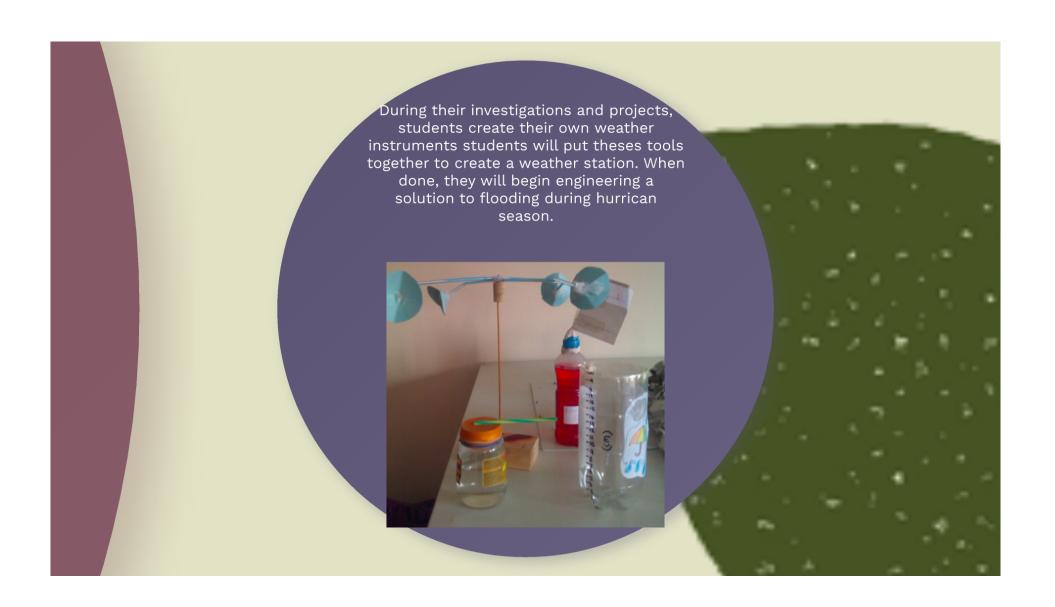
• 3-ESS3-1

• 3-ESS2-1

Purpose

In this category, students begin by learning about weather and climate and what affects them both. They also learn about how and why climates can be found in different areas of the world. Eventually they begin learning about how weather-relatated hazords affect the environment. This begins their engineering process of building a weather station to predict future wether and the process of seeking a solution in our community to prevent damage during hurrican season.

Final Project



Earths History

Careers

Standards

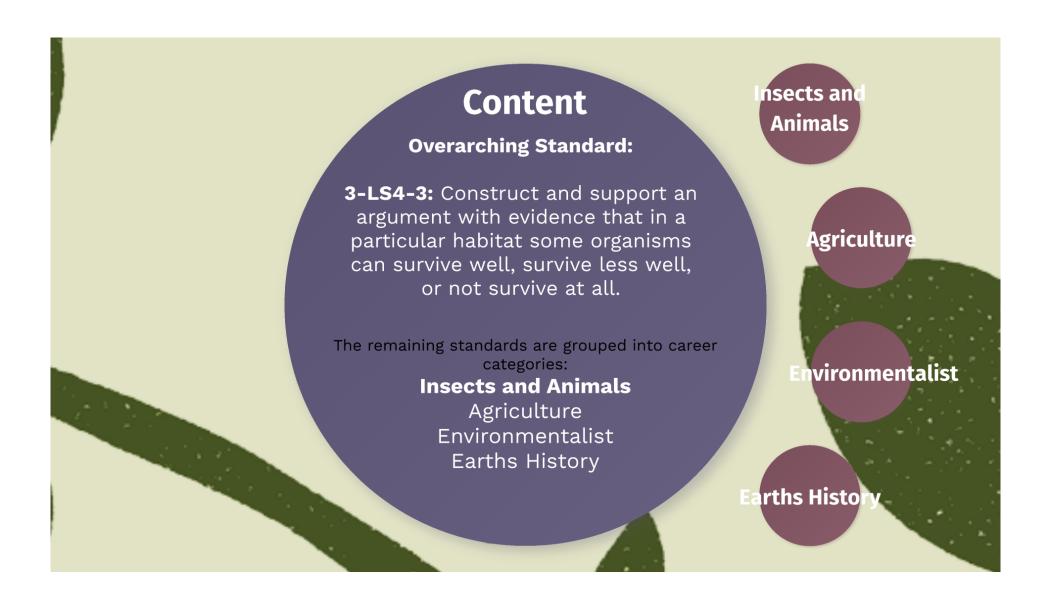
- Geologist
- Paleontologist
- 3-LS3-2
- 3-LS4-1

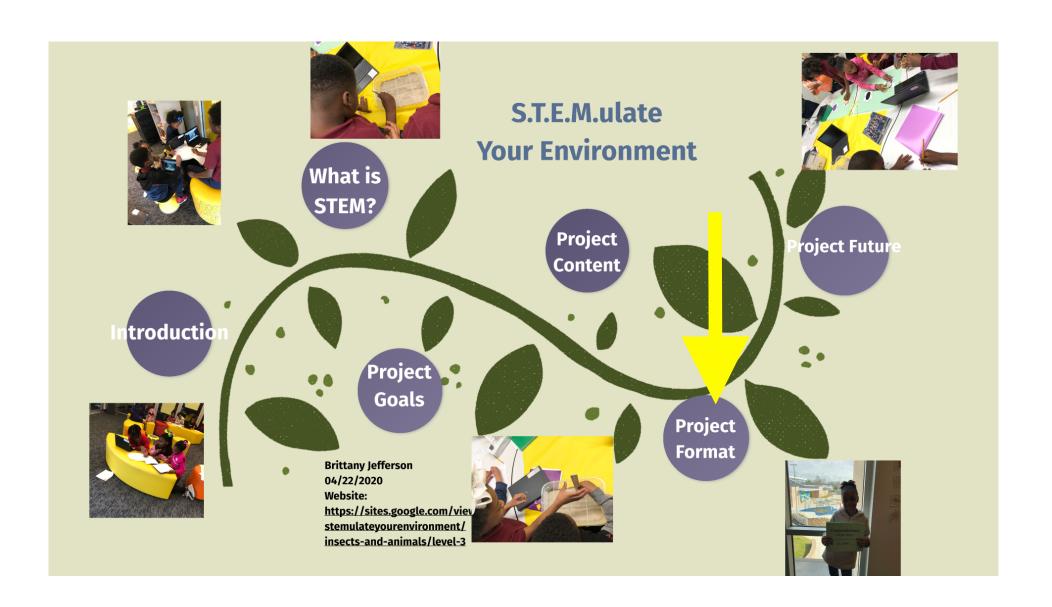
Purpose

In this caategory, students begin by studying fossils - how they are formed, their importance, and the many types. They learn about how an organisms environment affects its characteristics. Eventally this knowledge comes together to provide a background history for our commnity so that we can prepare for our futures. Students create fossils and engineer their own model of a geologic time scale of our community.

Final Project







Format

To maintain a STEM culture, although career-centered, compiled the students learning based on levels. Each level builds on the other, as does each career category.

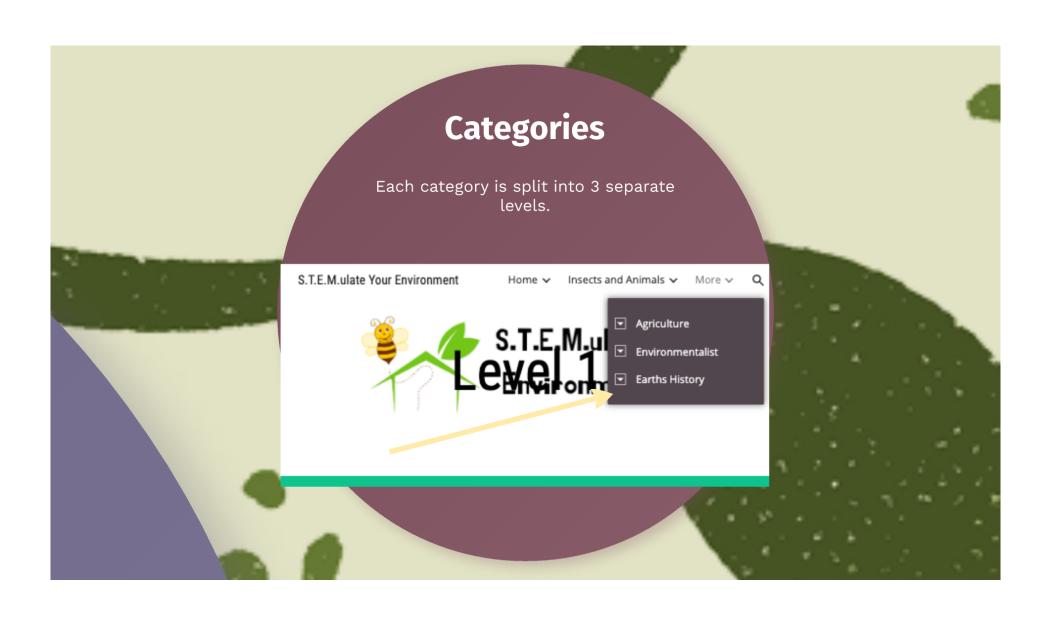
- Students focus on their career category.
- Share their learning with their classmates and make connections across the careers.

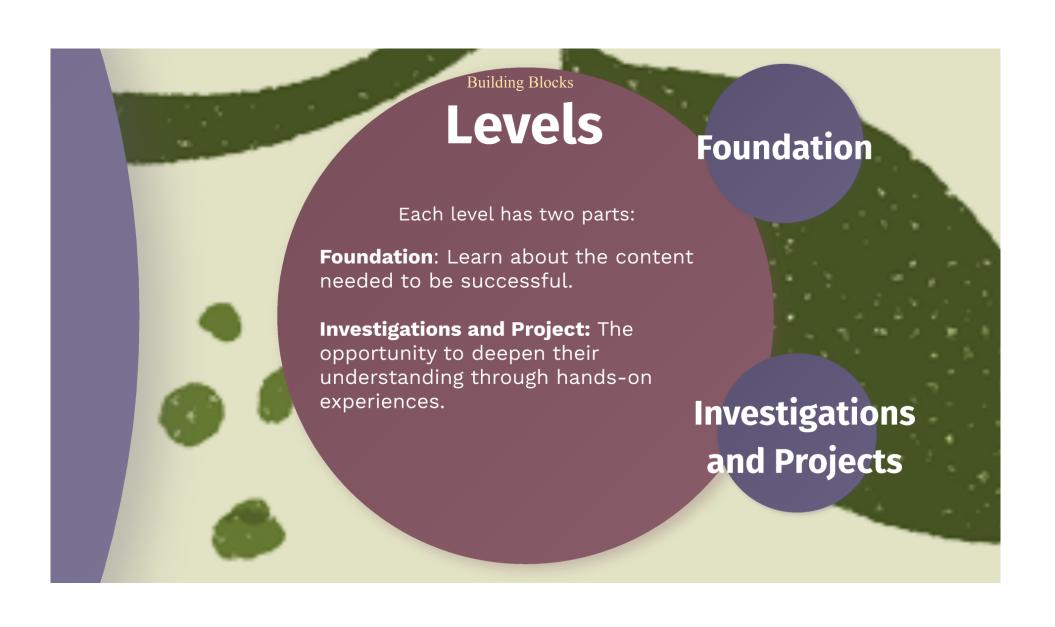
The goal was to keep the experience as sincere as possible. So to increase student buy-in, we incorporated the salary component. Students were paid their "salary" based on their performance throughout the week. Students use their salary to buy a variety of things from our class store.

Career Categories

> Building Blocks

Experience





Foundation

The Foundation of each level involves 3 things:

Introduction

 Provides an outlook on what they will be exploring.

Vocabulary

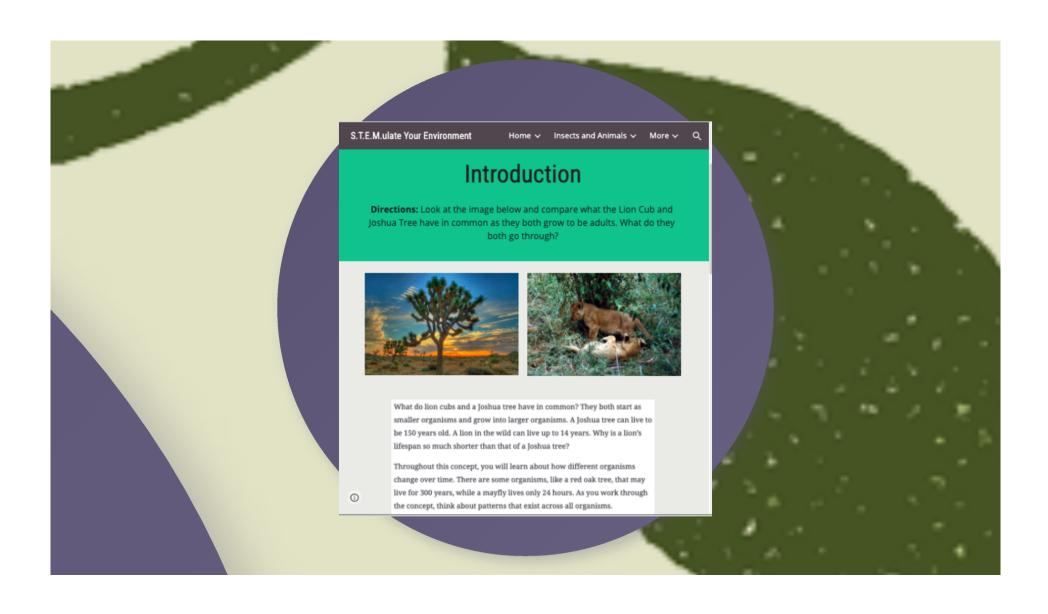
• The vocabulary words presented have a definition and a visual. The students are responsible for creating vocabulary cards to become familiar to prepare for their essential questions.

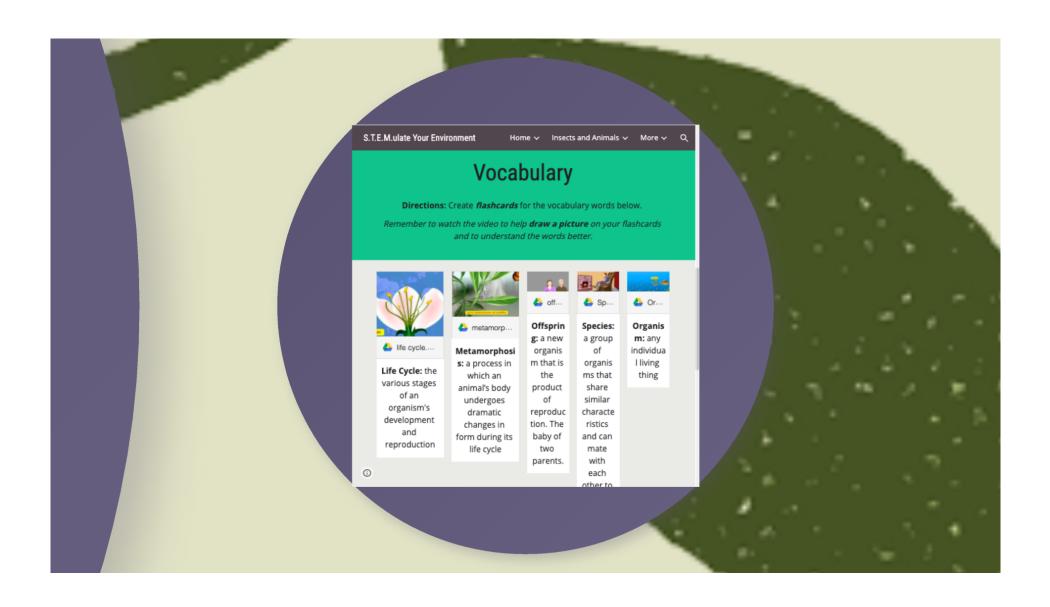
· Essential Questions

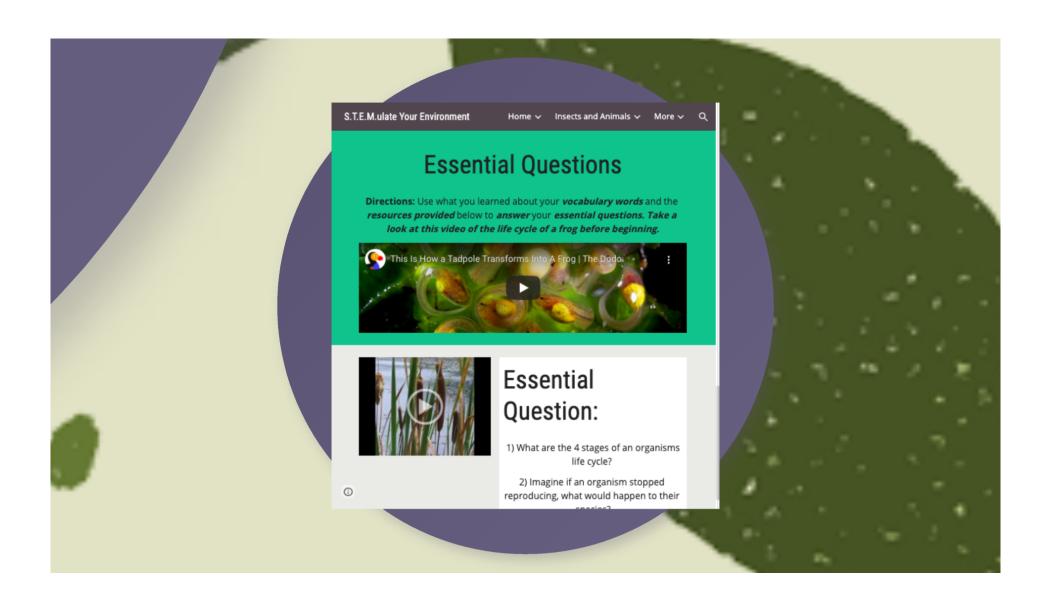
 The number of essential question in each category varies based on the content being learned. The students are provided resources to answer each question in the form of videos or informational text. Introduction

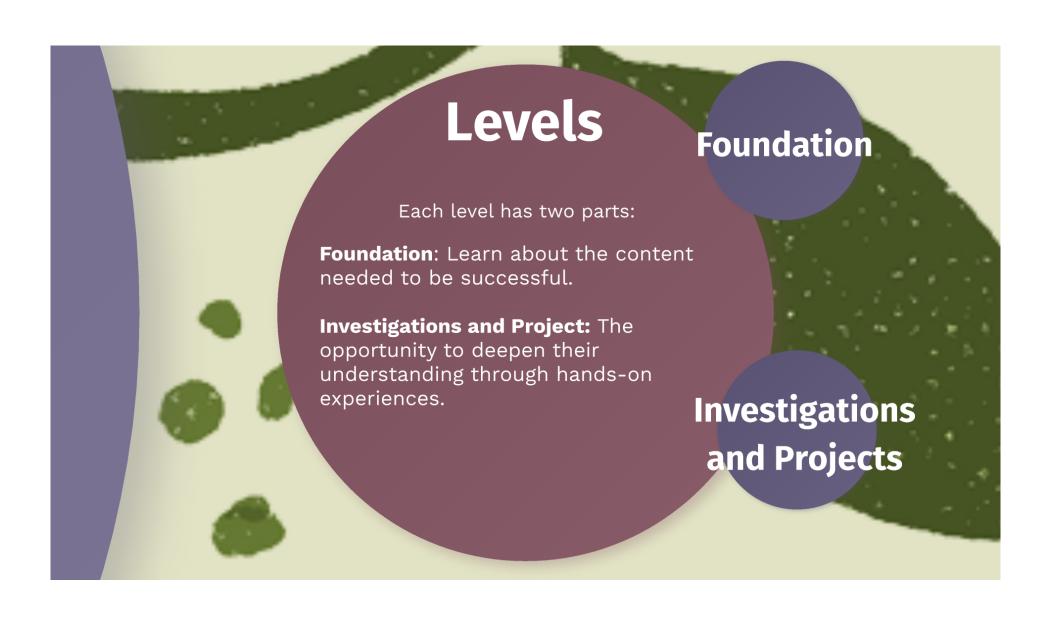
Vocabulary

Essential Questions

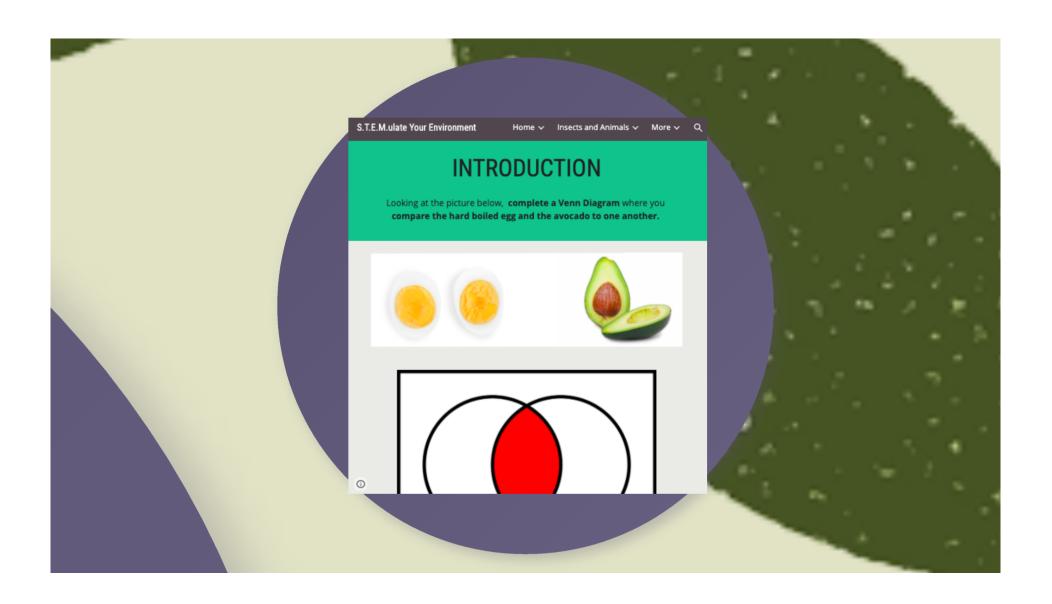


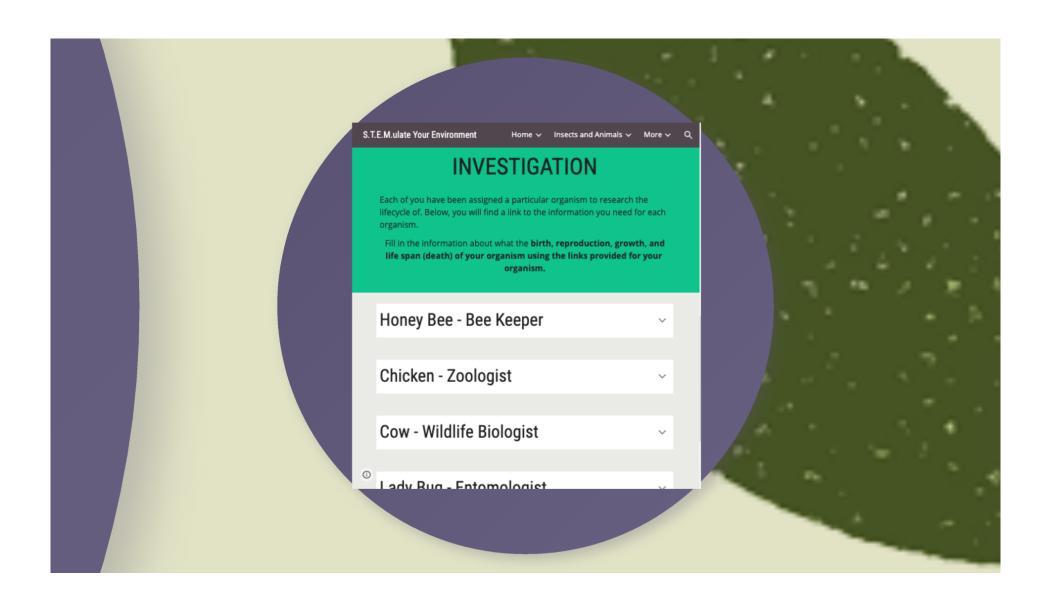


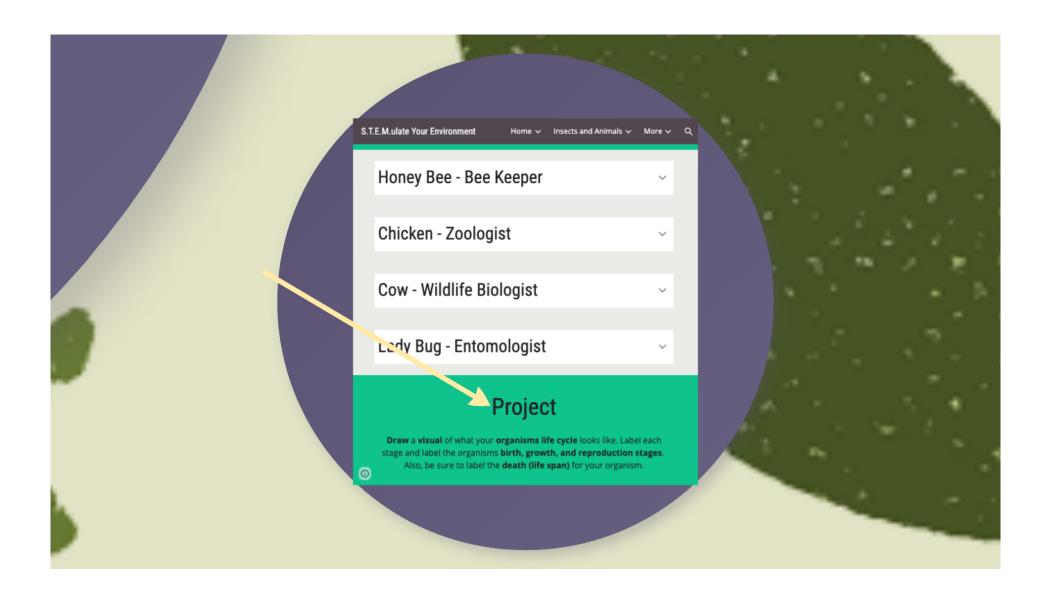




Investigations Introduction and Projects The **research** stage involves three parts as well: Introduction Investigation Investigation • Hands-on learning experience that may involve research Project · used as an assessment to culminate their learning from the level. **Project**







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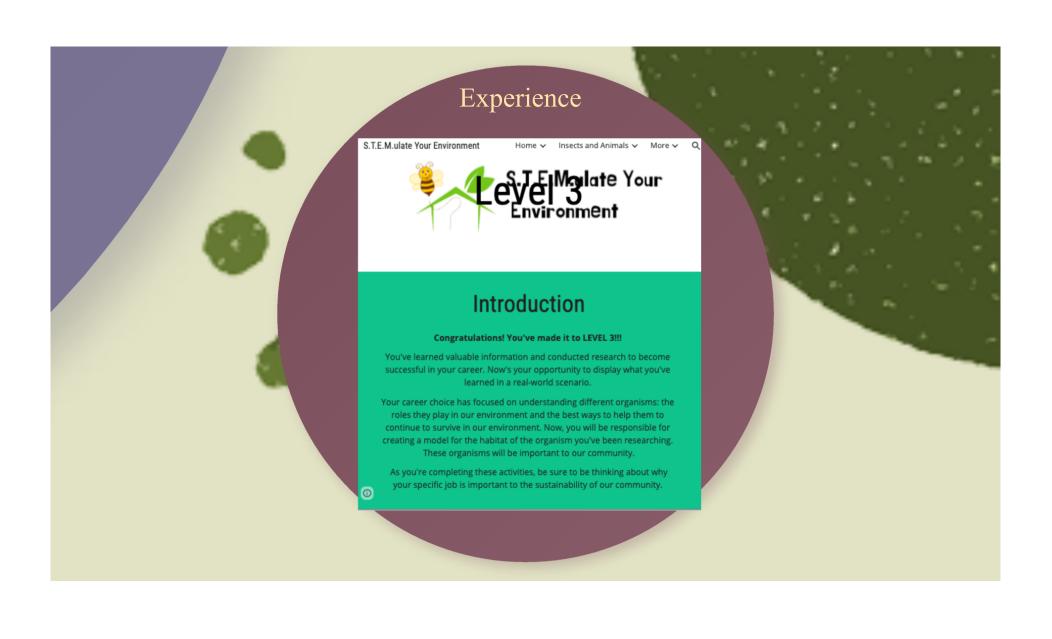
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