DREW CHARTER SCHOOL

STEAM Education

GOLD STANDARDS

1 UTILIZES ALL 5 LETTERS OF STEAM

SCIENCE
TECHNOLOGY Students produce, not just consume, digital content
ENGINEERING
ARTS Fine Arts, Visual Arts + Performing Arts
MATH

2 MAKES PROFESSIONAL CONNECTIONS

- Bridges the gap between solving a problem for the audience and those who solve the problem
- Brings in experts from the field to increase authenticity of the project

3 EMPLOYS DESIGN THINKING

- **BRIEF:** Develop an understanding of the problem + begin to develop empathy
- **IDEA DEVELOPMENT:** Draw out an idea
- **PROTOTYPING:** Build a model
- **TESTING:** Actually try out the idea
- **EVALUATION + MODIFICATION**

4 PRACTICES 21ST CENTURY SKILLS

Critical Thinking | Collaboration | Communication Self-Direction | Creativity + Innovation | Global + Local Connections | Technological Literacy

5 FACILITATES OPEN-ENDED INQUIRY

- Students given a choice + a voice in their learning
- Led by teams of inquiry (student task forces)

6 FULLY INTEGRATES THE ARTS

Arts curriculum held to the same standards as other content areas + treated with the same fidelity

7 ENCOURAGES HABITS OF MIND

Observe, reflect, envision, stretch, explore, express, develop, craft, understand, community, engage + persist