

# STEAM PROGRAM OVERVIEW



## PROGRAM STRUCTURE:

<p>ECE PS3 – PK4)</p>	<ul style="list-style-type: none"><li>• FoodPrints: Bi-monthly on campus field trips with FoodPrints programming. Every other week students receive a “field trip” where they learn about nutrition and earth science through Kimball’s partnership with FoodPrints.</li><li>• Zoophonics curriculum Implementation (PK 4 only)</li><li>• STEAM Specials rotation where students learn about the natural world around them and how to safely engage with their environment.</li></ul>
<p>PRIMARY (K – 2)</p>	<ul style="list-style-type: none"><li>• FoodPrints: Monthly on-campus field trips with FoodPrints programming. Every other week students receive a “field trip” where they learn about nutrition and earth science through Kimball’s partnership with FoodPrints.</li><li>• PLTW Modules: Structure and Function: Human Body, Animals and Algorithms, Materials Science: Form and Function, Stability and Motion: Forces and Interaction.</li><li>• DCPS Cornerstones: Each specials teacher will choose two cornerstone projects to complete with different grade levels.</li><li>• Makerspace: Classes will be using the resources in the Makerspace to complete different projects, as well as time to tinker and explore creatively in the Makerspace.</li></ul>
<p>INTERMEDIATE (3-5)</p>	<ul style="list-style-type: none"><li>• DCPS Cornerstones: Each specials teacher will choose two cornerstone projects to complete with different grade levels.</li><li>• Makerspace: Classes will be using the resources in the Makerspace to complete different projects, as well as time to tinker and explore creatively in the Makerspace.</li><li>• STEAM Special:<ul style="list-style-type: none"><li>○ PLTW- Students will work on iPads to improve coding skills and learn about computer science</li><li>○ ELLC- The Environmental Literacy Leadership Cadre will provide opportunities such as field trips and in school projects to learn science through an environmental lens.</li><li>○ Keyboarding- Students will work with Typing Agent to develop and improve their typing skills.</li><li>○ Robotics (VEX)- 4th graders will have the opportunity to work in groups to build their very own interactive robots. These robots are programmed and remote controlled.</li></ul></li></ul>

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## GOAL:

Kimball Elementary School will be a certified STEAM elementary school by SY19.

## PURPOSE:

Kimball is uniquely positioned to tailor our academic program for the future. We believe that providing our scholars a comprehensive STEAM experience during their foundational years will better serve their chances to be successful in today's world.

We are currently slated for modernization starting this year, with the major building construction occurring during the summer of SY17. Ideally, our new building will open STEAM'ing .

## COMMITMENT:

### SPACES

- STEAM Class (Room 207)
- Makerspace (Room 005)
- FoodPrints (Room 205)

### HUMAN CAPITAL

- Computer Lab Coordinator- STEAM Teacher
- Library Media Specialist- Makerspace, Cornerstones
- Specials Department- Cornerstones
- Foodprints/ Foodcorps
- STEAM Committee

### PROGRAM RESOURCES

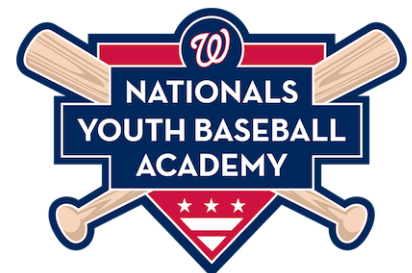
- New Leaders Roberts Innovation Award
- Project Lead the Way (PLTW) Modules and Curriculum
- DCPS Cornerstones (Science, ELA, Math, Social Studies)
- FoodPrints Programming
- Joyful Market
- Environmental Literacy Leadership Cadre (OSSE)
- National Symphony Orchestra (Community Partners)
- ZooPhonics- ECE Curriculum
- Outlier Research and Evaluation
- Martha's Table
- Washington Nationals Youth Baseball Academy

### CORE ACADEMIC PROGRAMS

- DCPS Cornerstones
- Project Lead the Way
- VEX IQ
- Discovery Science Education



FoodPrints



KIMBALL ELEMENTARY SCHOOL

*Excellence. Every child. Every day.*