

STEAM Board Workshop: Community Feedback

GROUP 1

What positive feedback does your group have regarding the K-12 STEAM opportunities provided for students? What areas for growth does your group see in our current offerings?

- Staff are enthusiastic about extracurricular activities at the elementary level
- Library involvement. Arts, storytelling, content.
- There is a potential for underestimating what students can do at each level. There could be more of a challenge.
- There is an immediate integration at BMS
- Look at the technological aspects rather than the creative process of learning. Have creative learning as the cornerstone of STEAM
- Curriculum does not lend itself to greater art involvement
- Morse STEAM academy is a more open and experiential to students' needs

What ideas does your group have around further opportunities or partnerships RSU 1 can consider for STEAM enrichment?

- Immersive Arts Idea. Creating a process and then utilize technology. Try to tap in on the creative desire to learn.
- Expanding the team aspects of a middle school model to the elementary and high school environment -- bring an EL model to other levels
- Experiential education is the most important aspect, not whether it is art-based or technology-based.

Other thoughts, ideas, and questions around this topic. (if needed)

- Creating a more immersive experience within the classroom. The standards are there, but when a classroom is immersive, it could bring greater learning.
- Dr. David Eagleman study regarding an art-based learning model
- Need to produce more well-rounded learners. Workforce is in need of this.

GROUP 2

What positive feedback does your group have regarding the K-12 STEAM opportunities provided for students? What areas for growth does your group see in our current offerings?

- Positive Feedback
 - Does seem to have a lot offered

- Many are environmentally based
- Very diverse opportunities amongst STEAM content areas
- More going on than people realized
- Strong partnerships - brings a lot of industry experience
- Practical, hands on - not just concept oriented
- Areas of growth
 - Expand LEGO Robotics to elementary schools
 - Find ways to share what we do - many not aware of opportunities
 - Highlight existing opportunities on website (like a course guide - but without any signup option - just information) -- think marketing opportunities -- District website with STEAM offerings over K-12
 - Transportation/Access for any after school opportunities
 - Remember to emphasize all parts of STEAM - the ART and Math parts of STEAM - often get lost in the "fun science stuff"
 - Theater / Musical / Opportunities for the behind the scenes work that takes place
 - Expand at the elementary level - hook kids early

What ideas does your group have around further opportunities or partnerships RSU 1 can consider for STEAM enrichment?

- Girls Can Code (specific program) overcoming the stigma of girls in Math/Science/CTE
- After school programs at the Skate Park - connect with Jamie Dorr - after school, vacations

Other thoughts, ideas, and questions around this topic. (if needed)

- Do our opportunities provide access to students at all ability levels?
- How do we provide access for students with transportation concerns?
- Does athletics compete with any of the after school clubs/activities that are offered?
- Increase stipends and resources at the elementary level - engage students at an earlier age
- Increase access to CTE for students at the middle level
- Increase access to CTE for all academic levels/abilities at the high school
- Short (1-2 weeks) summer programs for elementary and middle school students
- Vacation week STEAM camps/academy (Feb./Apr. breaks) - could partner with Rec
- Some of these opportunities are dependent on grants and/or private donations - can we reliably count on them going forward?

GROUP 3

What positive feedback does your group have regarding the K-12 STEAM opportunities provided for students? What areas for growth does your group see in our current offerings?

POSITIVE	AREAS FOR GROWTH
A lot of opportunities across grade levels	How do we address accessibility for students w/disabilities
GT Brain Days at BMS	Expand elementary (k-5) level opportunities for Lego Robotics - maybe as part of the curriculum
Provide opportunities for students to have experience at school if not going to FLOW	Communicate the requirements for a STEAM diploma w/MS teachers
STEAM Activities continue to grow	Expand STEAM visiting program from MS to HS so students can see opportunities at the HS
Relationships w/parent organizations	Have STEAM coordinator work with MS
Local organizations that support STEAM activities	Provide more opportunities for students to integrate art into other activities
Kids get involved in the community	How do we not lose the A in STEAM
Integrated program into the curriculum	Help parents, at the secondary level, in understanding/knowing STEAM options so that they can help to guide their child.
Students initiate STEAM/science activities/ideas	Communicate/provide opportunities for student internship, as part of STEAM
Provides opportunities for students who struggle to have a positive experience in a hands on setting	
STEAM provides opportunities for our students to grow and be successful after HS	

What ideas does your group have around further opportunities or partnerships RSU 1 can consider for STEAM enrichment?

- Partnerships in the ARTS
- Define for elementary school how the ARTS fit in
- Connection w/colleges or universities
- Online classes for students at the secondary level
- BIW - engineering partnership - or other businesses

Other thoughts, ideas, and questions around this topic. (if needed)

- None

GROUP 4

What positive feedback does your group have regarding the K-12 STEAM opportunities provided for students? What areas for growth does your group see in our current offerings?

- Report from Dike Newell 2nd grade: The school does a lot with mystery science (activities, videos and lessons connected to common core- for example a short video- how does a mountain turn into a volcano) , KELT (representatives come to the school and also students go on field trips) the schools has fun engaging opportunities to teach students science standards
- Through Maine Maritime students are learning about lobstering, shipbuilding
- Kids love the Engineering part of the STEAM (building bridges with pennies, try to think of different ways to improve the engineering, have great discussions and are learning how to see things and think critically about how to make things better)
- Odyssey of the Mind, FLOW, Chewonkie have all been a wonderful addition to classroom learning
- RSU1 is a model for getting kids outdoors and learning - would love to see them in other schools and RSU1 is lucky to have them!
- Group members like that there is a different distinction on the diploma (at Morse)- like to see that students can follow a specific path that leads towards a specific end result
- Impressed by the amount of community partnerships
- Would like to see the schools learn more about aquaculture in general (lobstering, oyster farming). We would love to see schools look at more connections to what we are doing locally in the community?
- Are Science teachers asked to create their own curriculum? Is there more support that we could provide to support Science teachers (for example Mystery Science for elementary students)?
- There is a challenge between wanting to create large scale learning opportunities within the classroom and also sticking to the standards; should there more offered as extra curricular activities? A question came up about the balance of AP classes with STEAM opportunities.
- The Patten Free Library also offers wonderful additional opportunities for students
- Math teams! Not all schools have math teams!
- There are a lot of great Art programs! Since we are talking about STEAM not STEM it is important for us to look at all of our art programs.

What ideas does your group have around further opportunities or partnerships RSU 1 can consider for STEAM enrichment?

- Is there a way as can follow up or extend these amazing opportunities for students(if we see student excel at FLOW for example, can we find ways to apply for grants for them to attend leadership programs)

- Are there ways that we can integrate different disciplines together more (similar to the EL model)? How can we do this?
- How can connect the learning from the elementary schools to the middle schools to the high school level? Can learning be more connected?
- Girls who CODE- a program that encourages girls to get more into the Math and Engineering (free program) / Can we bring this to our community?
- Are there ways that we can connect more with the community around support students to grow artistically? We have wonderful artists and musicians in our community. Can we find ways to bring them into our schools to help support student growth?

Other thoughts, ideas, and questions around this topic. (if needed)

- None

GROUP 5

What positive feedback does your group have regarding the K-12 STEAM opportunities provided for students? What areas for growth does your group see in our current offerings?

- Positive: excited for all the opportunities at the MS and HS; strong partnerships with community organizations; STEAM is a thread that is woven through all of our curriculum
- Critical: with how much science changes, making sure our opportunities change at the same pace; look into more local art opportunities for students; makes things stand alone less and be more authentically embedded in the curriculum; lack of understanding of what careers are out there; work on explaining what people do is more complicated than it used to be

What ideas does your group have around further opportunities or partnerships RSU 1 can consider for STEAM enrichment?

- Create more opportunities for art at all levels, more art shows, etc., and connections with local artists
- Get a better sense of what businesses that hire for STEAM need and require
- Consider having guidance counselors connect more with businesses to see what type of jobs and opportunities are out there
- Look into what kind of digital opportunities there are for work
- Consider having career prep classes or have students pick pathways at the HS level that help students choose a career path
- Connect to the Chamber of Commerce to set up career days and partnerships for 6-12 students
- Start making intentional career and college connections at the K level and up
- Should we consider having magnet school with STEAM designation?
- How do we get more teachers involved in opportunities outside of the school day?

Other thoughts, ideas, and questions around this topic. (if needed)

- Reach out to other districts to see what they do for college and career readiness
- General exposure to more jobs, more topics, etc.
- Someone needs to make a curriculum that addresses the idea of exposure to careers