S.T.R.E.A.M.

- Science
- Technology
- Reading
- Engineering
- Arts
- Math

  - 2014 Summer Program Results
  - Tuesday, September 23, 2014
  - Presented by Rick Cohen
    Assistant Superintendent and NCLB/Title I Director

SWATT Participants PP in Math NJASK 2013 to 2014

2013 Math	2014 Math
165	209
184	174
191	209
194	222
163	203
189	215
192	203
196	221
196	215
175	141
186	200
193	219

% of Edgar students in SWATT that went from PP to P = 83%

(10 out of 12)

% of Edgar eligible students NOT in SWATT that went from PP to P = 38%

(41 out of 107)

SWATT Participants Proficient in Math NJASK 2013 to 2014

2013	2014
208	197
214	216
225	239
229	225
229	216
241	250
200	184
205	215
212	218
250	231
229	221
232	240

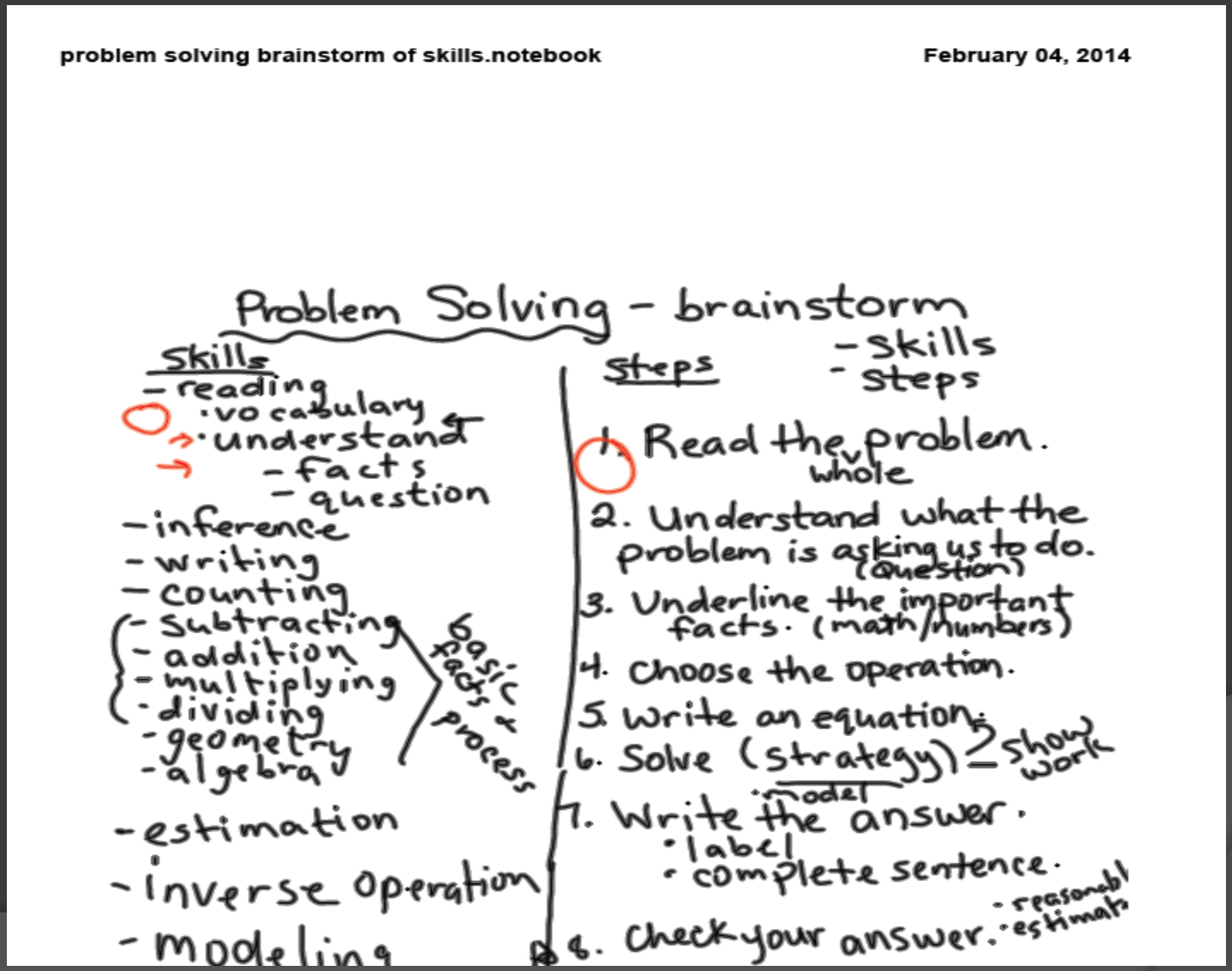
% of Edgar students in SWATT that stayed P = 83%

(10 out of 12)

% of Edgar eligible students NOT in SWATT that stayed P = 67%

(37 out of 55)

SWATT: Student problem solving strategies to attack math word problems



STREAM Mission

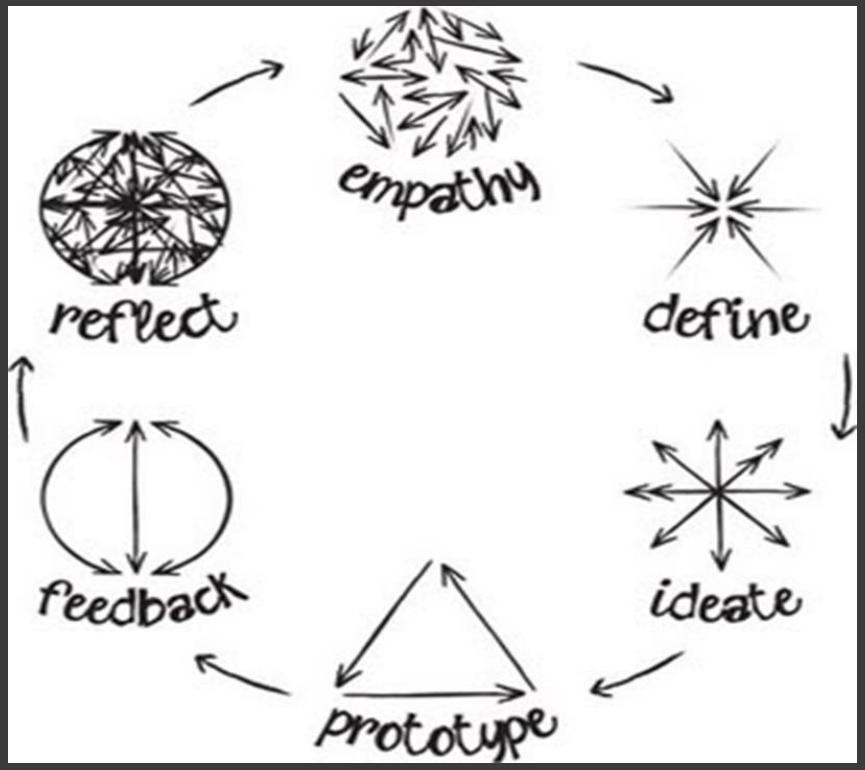
Summer 2014

STREAM will engage students in a wide variety of complex problem solving experiences through student-directed projects and partnerships that build on student interests and strengths to increase student efficacy in solving real world challenges.

STREAM Learning Outcomes

- Step 1: Search for and Use Information to Identify and Explain the Problem.
- Step 2: Gather information and analyze to make inferences about root causes
- Step 3: Brainstorm Multiple Solutions
- Step 4: Compare, Analyze and Evaluate the Best Solution
- Step 5: Develop a Plan and Take Action
- Step 6: Monitor, Revise, Correct, Reflect

Common Core Problem Solving Process (Gr. 1-4)



Design Thinking Process (Grades 5-8)

STREAM Student Learning Outcomes (Grades 1 – 4)

% of students meeting expectations on performance-based assessment

Problem Solving Vocabulary	Gathering Info & Knowing Your Audience	Brainstorm Solutions & Pick Your Favorite	Take Action & Reflect on Solution	Reflection on Individual Performance	Teamwork
86%	84%	83%	88%	66%	71%

STREAM Student Learning Outcomes (Grades 5 - 6)

	Empathy	Define	Ideate	Prototype	Test
1= Exceeds Expectation	50%	46%	48%	63%	71%
2= Meets Expectation	29%	16%	25%	25%	12%
3= Progressing	13%	21%	4%	8%	13%
4= Not Meeting Expectation	8%	17%	13%	4%	4%

STREAM Student Learning Outcomes (Grades 7 - 9)

	Empathy	Define	Ideate	Prototype	Test
1= Exceeds Expectation	86%	55%	14%	18%	59%
2= Meets Expectation	14%	45%	77%	73%	41%
3= Progressing	0%	0%	9%	9%	0%

Anecdotal Data: Teacher Quotes on STREAM Student Outcomes

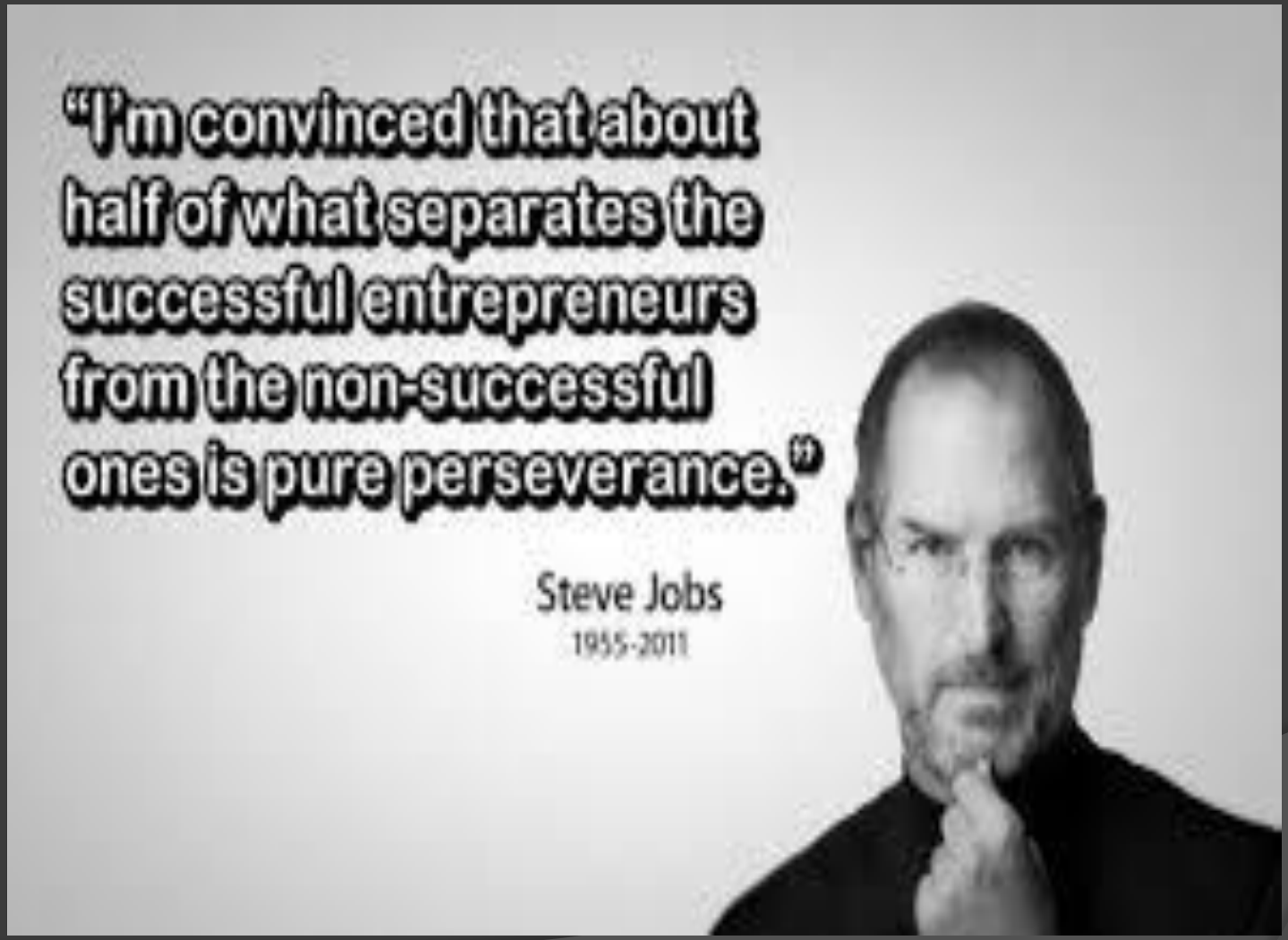
What did you find to be the most meaningful experience for student growth and development?

“Learning empathy for users which really means challenging students to step outside of the adolescent "self-obsession" and think about what others feel and think when considering designs. This lesson will apply for the rest of their lives.”

“The prototype-test-revisit prototype model helps students to understand that criticism or "constructive feedback" helps us improve. A finished product is never really finished.”

“Students realize that just because they are young does not mean that they can not be active participants of the world in which they live. They can cause change for the better.”

Anecdotal Data: Perseverance



Anecdotal Data:

STREAM Video

THANK YOU!!!!!
MIRJANA NOVKOVIC AND GUS MENEZES