Sevier Middle School

An exemplary school
where each student develops their minds,
their talents, and their character

An engaging environment where learners are

Focused on STEAM
Challenged to Create
Prepared to Excel

School Priorities

1. Engaging Instruction & Assessment

2. Culture for 21st Century Learning

3. Purposeful Use of Technology and Other Resources

All strengthened through collaboration and professional development.

Instruction and Assessment

- Focus on exemplary instructional practices
  - Clear alignment with state standards
  - Literacy emphasis
  - Assessment that supports student success

- STEAM practices and thinking throughout all instruction
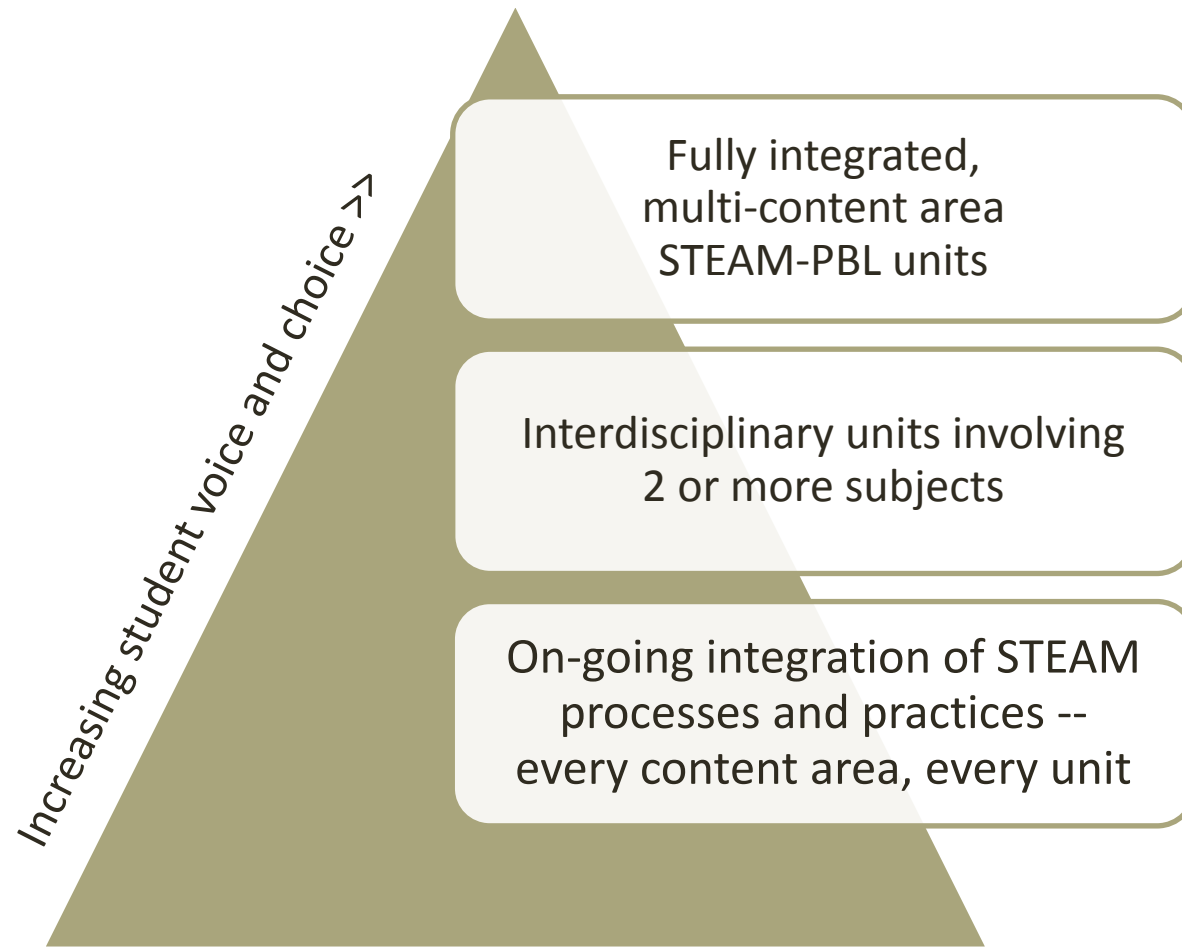
- Project-based learning

STEAM PRACTICES

Science	Technology	Engineering	Fine Arts	Social Studies	Math
S1:Ask questions		E1: Define problems		Develop questions and plan inquiries	M1: Make sense of problems and persevere in solving them
S2: Develop and use models	T1: Become aware of the web of technological systems on which society depends	E2: Develop and use models	Use a variety of artistic media and symbols to independently create and perform work	Apply disciplinary tools and concepts	M4: Model with mathematics
S3: Plan and carry out investigations	T2: Learn how to use new technologies as they become available	E3: Plan and carry out investigations		Gather and evaluate sources	M5: Use appropriate tools strategically

Excerpt – STEAM Practices Matrix

A STEAM approach to learning uses the thinking processes and practices found in the fields of Science, Technology, Engineering, the Arts, and Math.

Purposeful Progression in a STEAM-focused School

Increasing student voice and choice ↗

Fully integrated, multi-content area STEAM-PBL units

Interdisciplinary units involving 2 or more subjects

On-going integration of STEAM processes and practices -- every content area, every unit

Our instruction will become increasingly integrated and driven by real-world challenges that make clear to students the purpose of ALL instruction

Expanded Opportunity

- Graphic Arts and Design

- Gateway to Technology Courses

- Computer Applications

- Google CS First (coding and game development)

- Robotics Club and competition

- 1 to 1 Technology initiative at Grade 6

- Expanded access to technology at Gr. 7 & 8

Culture for 21st Century Learning

- Safe and orderly environment
- Comprehensive school counseling
- Positive Behavior Intervention & Support (PBIS)
- Proactive intervention and support
- Learner mindsets
- Developing social competency through collaboration and communication

Purposeful Use of Technology and Community Resources

- Students using technology in varied and meaningful ways

- Project mentors and public audience

- Business and industry simulations

- Partnership expansion

How Can YOU Help?

- Volunteer your time and talents
- Notify the school when you are concerned for your child or another
- Stay connected: w/ teacher, website, the Portal
- Check the Agenda every night:
- Require your child teach you:
    - "Tell me something you learned today"
    - "Show me how to do it"
- Share the successes of your school

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