Meeting called by: Tina Henckel

*indicates in attendance

Minutes

Meeting outline:

• Introductions
• Reviewed PowerPoint – STEAM Strategic Planning
  o Goals & Purpose of the committee
  o Watched videos to understand the shift and importance of STEM to STEAM.
  o Reviewed a video of how students use their knowledge of STEAM to help others.
  o Watched a video to foster creative thinking to brainstorm our own event.

Agenda item: What do we want students to know and be able to do from learning STEAM prior to graduating from the Shelton Public School System?

Discussion:

➢ Students should be able to create a research presentation (yearly?).
➢ All students must be exposed to coding every year (K-12).
➢ All students should be exposed to the Binary number system.
➢ There should be a STEAM Discover Class, examples include Aviation, gaming, 3D printing & design, maker/tinkering projects (spaces) and robotic design (circuitry).
➢ Increase opportunities for Capstone experiences focused around STEAM professionals. (x2)
➢ Students should be able to successfully problem solve with real world experiences and ELE (engaging learning experiences).
➢ There should be consistent integration within subject areas.
➢ There should be opportunities to present solutions using a variety of methods (Prezi, Google Slides, Skype) to community members in and outside of Shelton. (x2)
➢ File management/information processing (further explanation requested).
➢ Students should learn programming at the elementary level.
➢ Unique/personal to community problem solving.
➢ Communication - verbal and digital.
➢ Every grade should be assured experience (collaborative group).
➢ Making Spaces in LMC.
➢ Learning Commons; Lego wall, robotics, coding.
➢ Mentors from high school to the lower grades.
➢ Invention Convention.
➢ Has a sense of connection to the earth
- Critical thinking and problem solving
- Fluent in a second language
- Develop a growth mindset and apply those values in and out of the classroom
- Projects/designs give back to the community and/or influences the world around them

Action Items:  

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<td>✓ Do we need to create a STEAM curriculum team?</td>
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<td>✓ How do you create ELE at the high school level?</td>
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Agenda item: Community Wide STEAM Event Ideas

Discussion:

1. STEAM Festival
   a. Interactive Demo’s-Community/Business/Universities i.e. 3D Printing, medical, photography
   b. Robotics – competitions
   c. Biobus – genetics
   d. Critter Van – bio
   e. Unilever – Chemistry-cosmetics
   f. Connect to ELE milestones
   g. Create a STEAM lab
   h. STEAMbot Convention
   i. STEAM Exploration Festival
   j. Shelton ABC’s - Artisans, Builders and Creators
   k. Partnerships to sponsor a station
      i. Perkin Elmer
      ii. Sikorsky
      iii. University BPT
      iv. Yale
      v. Sacred Heart
      vi. SCSU
      vii. Griffin Hospital
      viii. Wiffle Ball Factory
      ix. Jones Tree Farm
      x. Electricians
      xi. CLNP
      xii. Solar City
      xiii. Giggling Pig

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✓ What are our goals? What are the most important things? (10 milestones “things”)
✓ What practices/adult actions are we going to employ to meet our goals?
✓ How are we going to measure how well we are meeting our goals?