

STE(A)M Meeting

June 2, 2016

3:00pm-4:30pm

Meeting called by: Tina Henckel

Invitees: Kevin Chavez*, Jen Keene*, Keefe Manning*, Martha Perkins*, Michelle Lucas*, Melissa Manning, Amy Yost*, Andrea D’Aiuto*, Kim Gugliotti, Nancy Adams, Desiree Conway*, Michele Piccolo, Lis Blum, Tina Genova*, Eileen Roben, Mary Clark, Diane Houghton*, Patty Presutto*, Brad Piccirillo*, Joan Tichy*, Carrie Frederick*, James Zavodjancik*, Lorraine Rossner*, Dan Divito*, Omar Sobh*, Tarek Sobh, Geraint Phillips, Jonathan Lese, Navarung Gupta, SHnipes Don, Anne Gaydos, Christine Scianna, Christiana Jones, Jamie Jones, Terry Jones, Kate Kutash*, Tom Minotti*

*indicates in attendance

Minutes

Meeting outline:

- **Introductions**
- **Reviewed PowerPoint – STEAM Strategic Planning**
 - Goals & Purpose of the committee
 - Watched videos to understand the shift and importance of STEM to STEAM.
 - Reviewed a video of how students use their knowledge of STEAM to help others.
 - 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 is 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:

Person Responsible

Deadline

- ✓ Do we need to create a STEAM curriculum team?
- ✓ How do you create ELE at the high school level?

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

Action Items:

Person Responsible

Deadline

- ✓ 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?