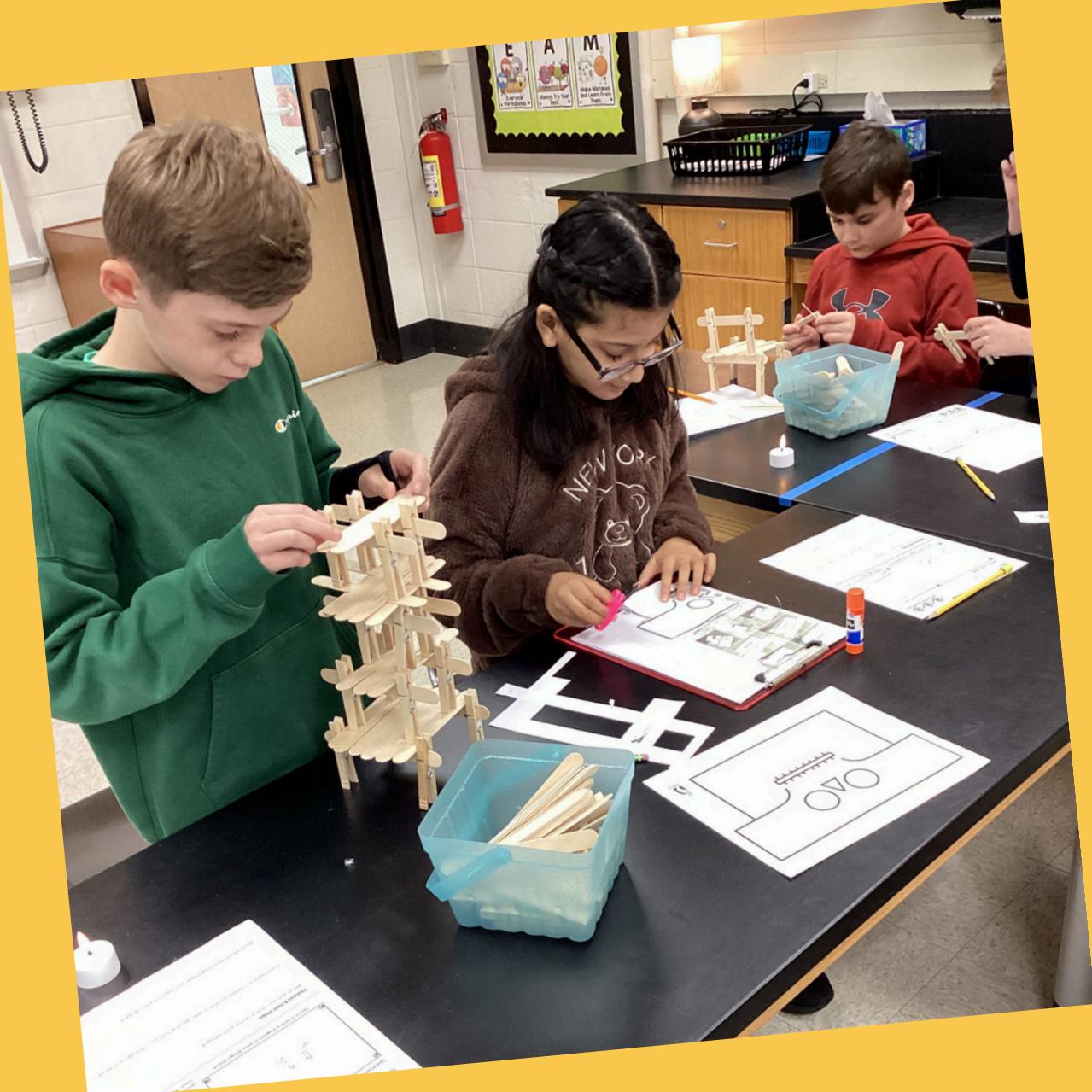




Beecher Road School

STEAM Program

Engaging Minds Through Innovation



Analisa Sherman & Tiffany Bucko

Curriculum Committee
February 4, 2026

What is STEAM?

Science

Understanding the natural world

Technology

Using tools, materials, or digital resources

Engineering

The design process

Arts

Incorporating design principles, aesthetics, and creative thinking

Math

Applying measurement, logic, and data analysis

What are the characteristics of STEAM?

Integrated Learning

Standards-Based

Process-Oriented

Real-World Context

Creative Constraints

Iterative Design

Authentic Assessments

Equitable

Benefits of STEAM Education

CRITICAL THINKING

Empowers students to analyze information, evaluate options, and make informed decisions essential for navigating today's complex challenges and opportunities.

CREATIVITY

Inspires innovative solutions where students engage in self-discovery and express ideas through various media, while fostering curiosity.

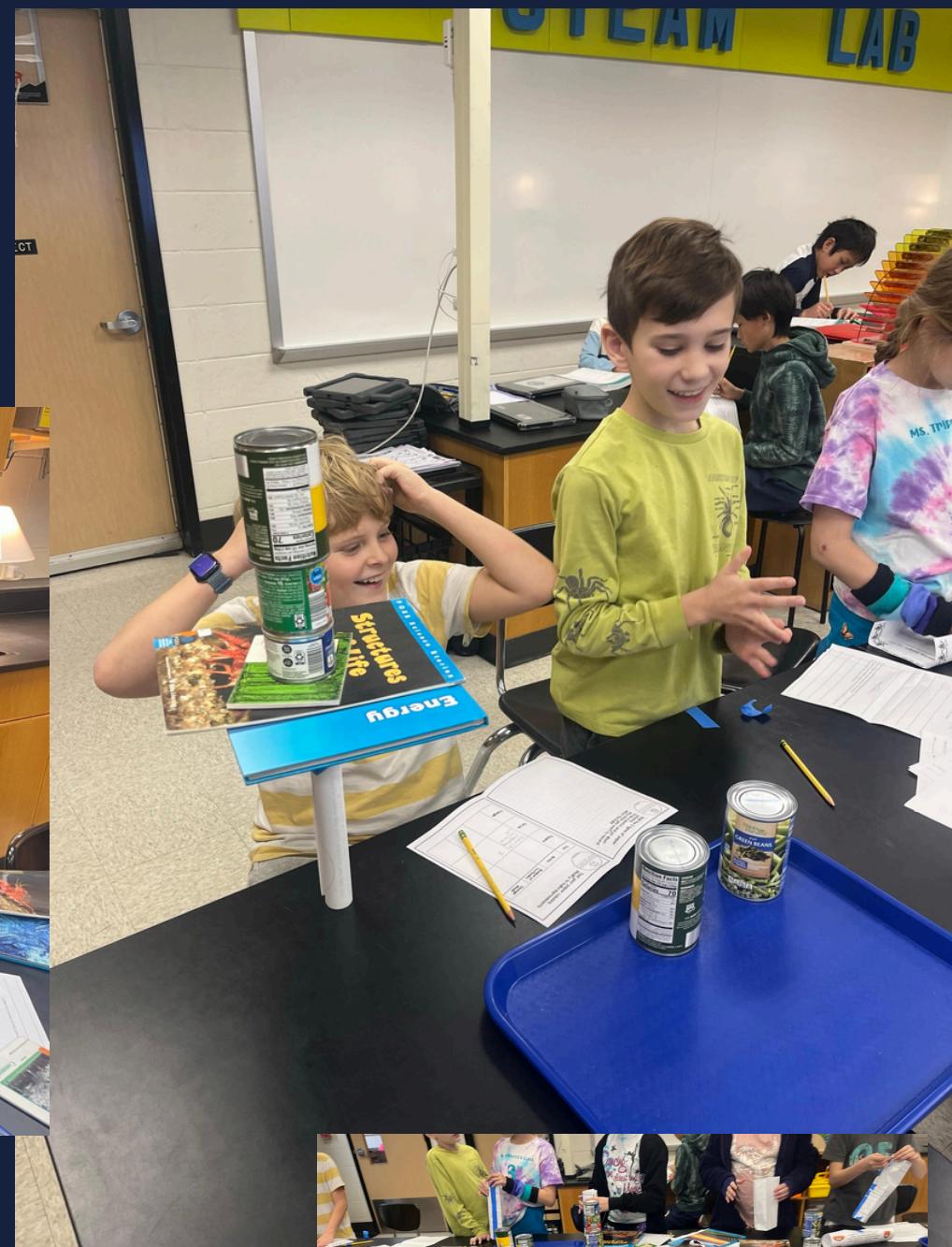
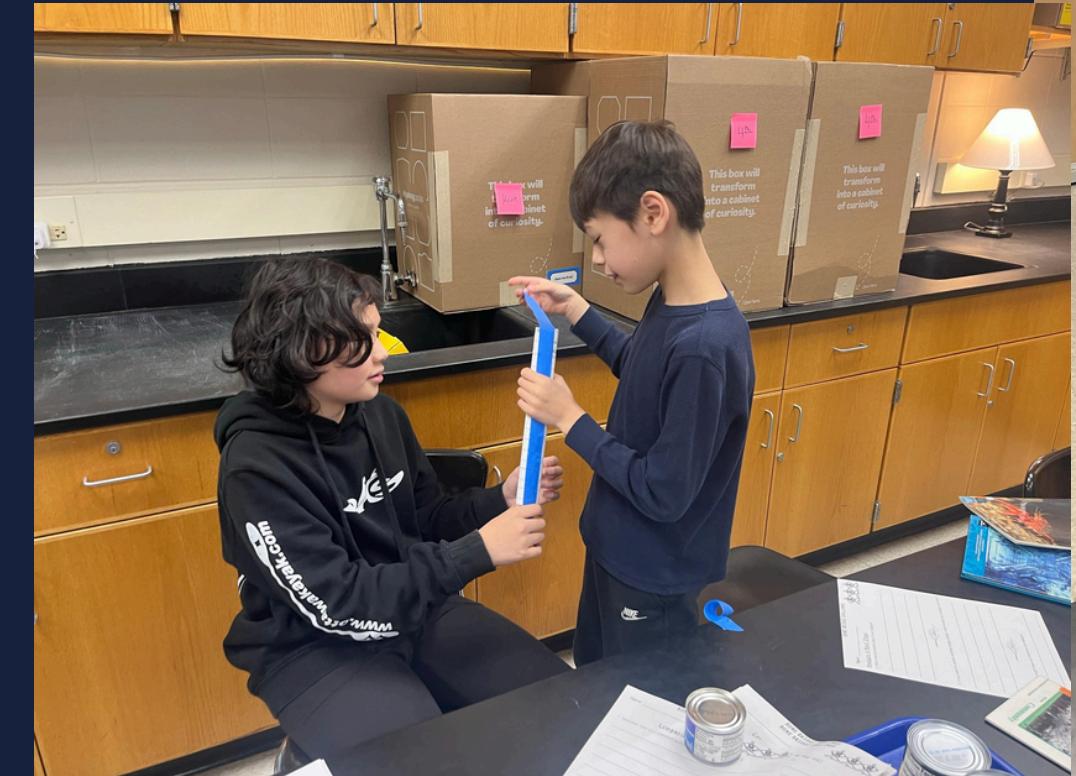
PROBLEM-SOLVING

Stimulates exploration of real-world issues via hands-on projects, prompting students to collaborate, experiment, and apply their knowledge.

FUTURE CAREERS

Builds foundational skills necessary for STEAM-related fields.

Connecting STEAM with Science



Beecher Science Curriculum



WOODBRIDGE SCHOOL DISTRICT

Grades K-6 Science Curriculum 2025-26

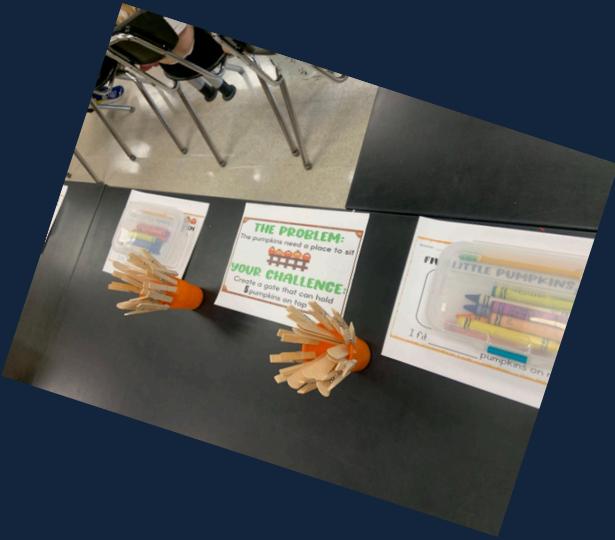
*The suggested pacing is an estimated time frame.

Kindergarten		
Unit	Title/Topic/Unit Link	Approx. Pacing*
1	Circle Of Seasons Kindergarten- Unit 1	September/October
2	Wild Weather Kindergarten-Unit 2	November/December
3	Sunny Skies Kindergarten- Unit 3	January
4	Force Olympics Kindergarten- Unit 4	February/March
5	Plant Secrets Kindergarten-Unit 5	March/April
6	Animal Secrets Kindergarten- Unit 6	May/June
Grade 1		



STEAM Challenge Examples

"STEAM is not a cookie cutter project. If the directions were written step by step this would not be a STEAM Challenge, it would be a craft. Students need to be allowed to think out of the box with a few constraints of materials and time." - Carol from "Teachers are Terrific"



Next Steps...

- On-going curriculum writing
- On-going development of STEAM Challenges
- Seeking professional development opportunities to strengthen both science and STEAM instruction
- Acquisition of resources/materials for STEAM challenges

Questions?

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