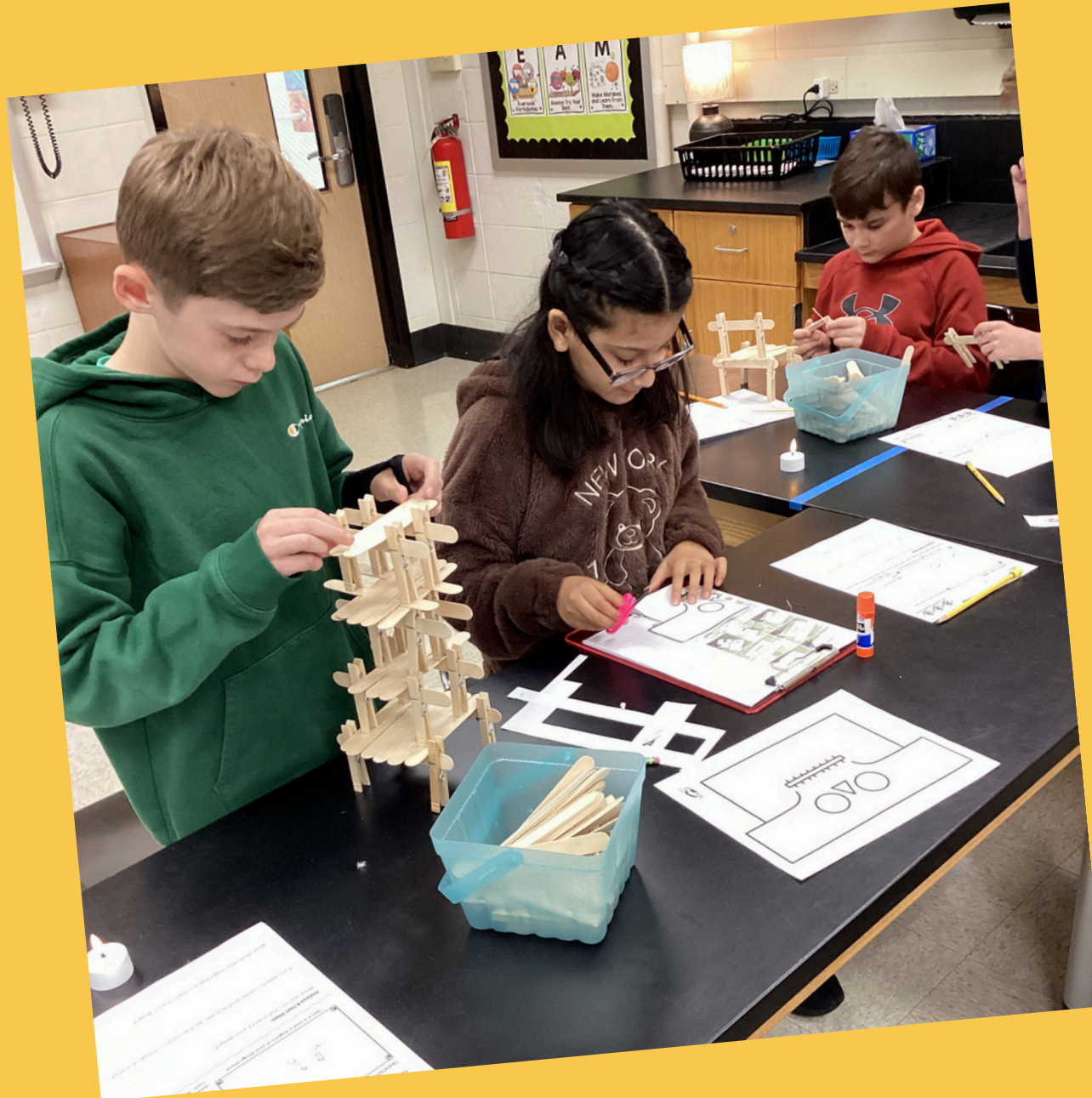




Beecher Road School

# 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

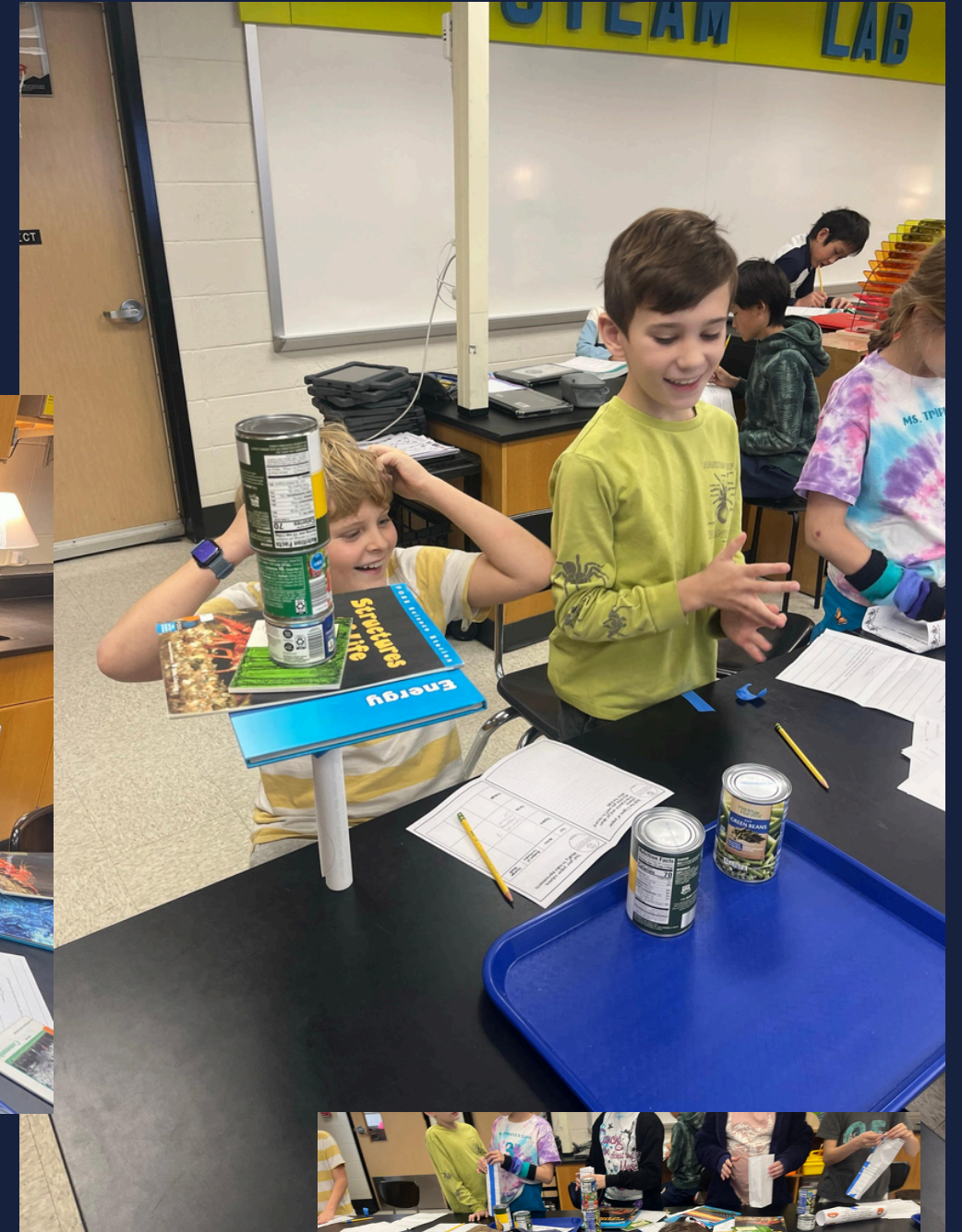
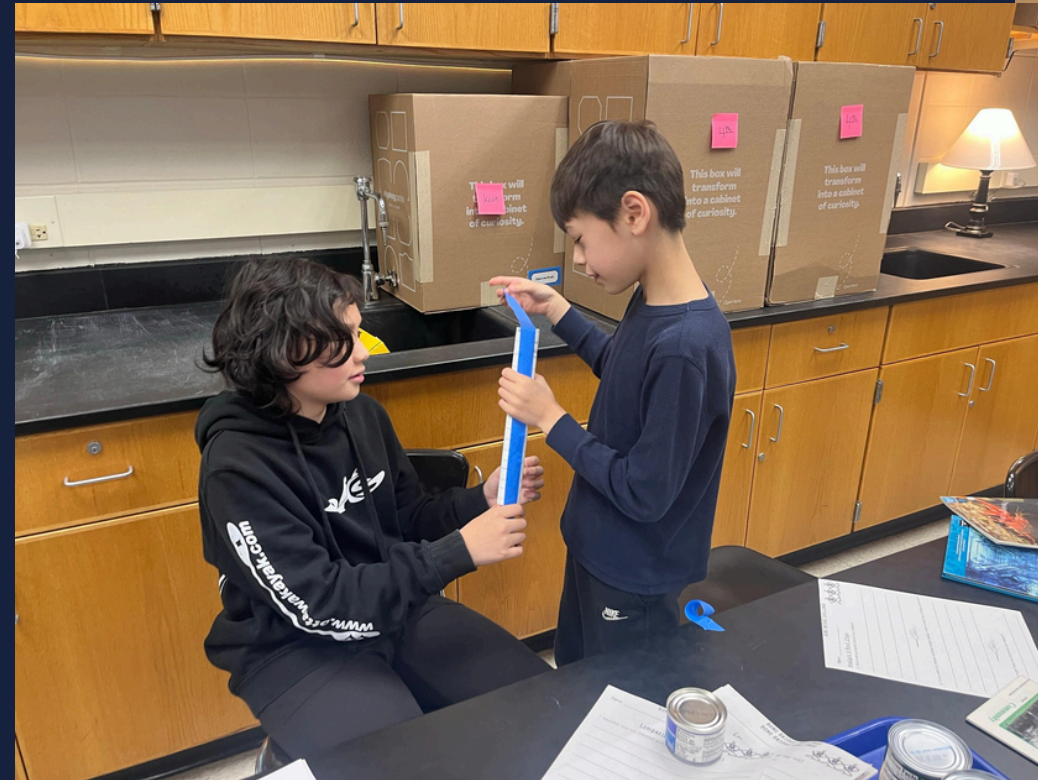
Stimulates exploration of real-world issues via hands-on projects, prompting students to **collaborate**, **experiment**, and **apply** their knowledge.

## FUTURE CAREERS

**Builds foundational skills** necessary for STEAM-related fields.



# Connecting STEAM with Science





# Beecher Science Curriculum

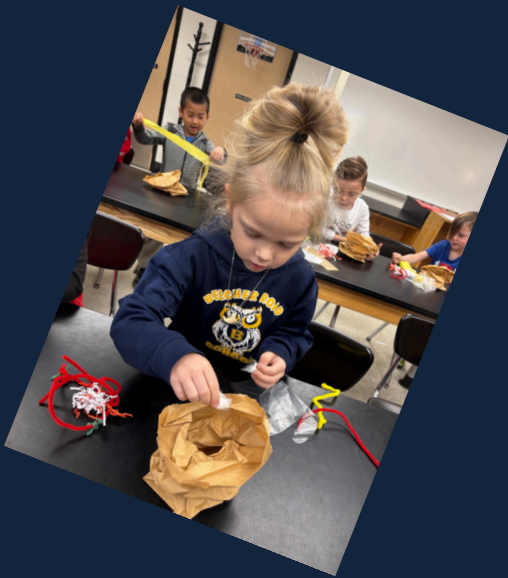


WOODBRIDGE SCHOOL DISTRICT

## Grades K-6 Science Curriculum 2025-26

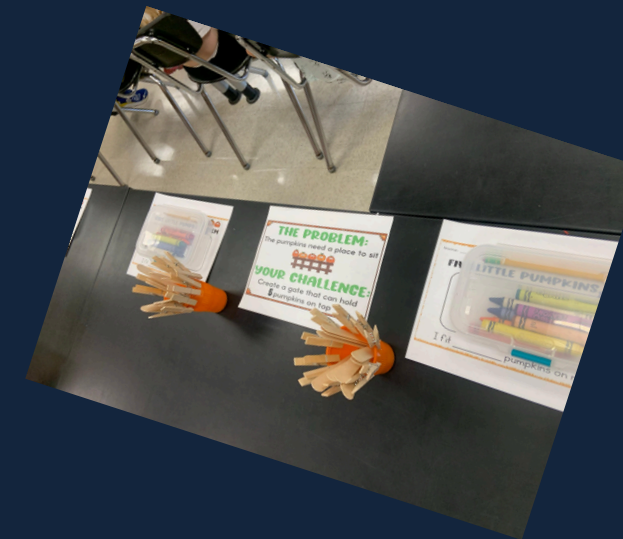
\*The suggested pacing is an estimated time frame.

	Kindergarten	
Unit	Title/Topic/Unit Link	Approx. Pacing*
1	Circle Of Seasons <a href="#">Kindergarten- Unit 1</a>	September/October
2	Wild Weather <a href="#">Kindergarten-Unit 2</a>	November/December
3	Sunny Skies <a href="#">Kindergarten- Unit 3</a>	January
4	Force Olympics <a href="#">Kindergarten- Unit 4</a>	February/March
5	Plant Secrets <a href="#">Kindergarten-Unit 5</a>	March/April
6	Animal Secrets <a href="#">Kindergarten- Unit 6</a>	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?

email:

Analisa Sherman - [asherman@woodbridgeps.org](mailto:asherman@woodbridgeps.org)

Tiffany Bucko - [tbucko@woodbridgeps.org](mailto:tbucko@woodbridgeps.org)