

2026 CURRICULUM ADOPTION PROPOSAL

BACKGROUND OF PROGRAMMING IN BHM SCHOOLS

6th Grade STEAM Tech is a semester-long class that students will complete during their 6th grade year. This class centers on developing digitally fluent individuals who possess the knowledge, skills, and confidence needed to thrive in an ever-evolving technological landscape. As the semester progresses, students build strong 21st-century learning skills, learning how to adapt, problem-solve, and innovate as future creators and responsible digital citizens.

By the end of the semester, students demonstrate growth in their ability to communicate, collaborate, and think both critically and creatively within a global digital world. They apply the BCMS Design Process to plan, test, and refine solutions, using feedback and perseverance to improve their work. Through hands-on projects and meaningful challenges, students connect STEAM principles to learning and innovation in purposeful ways.

PROGRAM STANDARDS

The focus of this course is based on the [Standards from ISTE](#) (International Society for Technology in Education). Today's students must be prepared to thrive in an evolving technological landscape.

ISTE Standard Headings

1. Empowered Learner
2. Digital Citizen
3. Knowledge Constructor
4. Innovative Designer
5. Computational Thinker
6. Creative Communicator
7. Global Collaborator

PROGRAM VISION STATEMENT

"Empowering students through hands-on learning and real-world experiences, the BHM Career & Technical Education program bridges education and industry, developing technical expertise, soft skills, and employability for success in a diverse and changing world."

SUMMARY OF PROCESS FOR REVIEW OF INSTRUCTIONAL RESOURCES

The goal of the STEAM Technology program at BHM Schools is to provide sixth-grade students with meaningful, hands-on opportunities to explore technology, creativity, and problem solving while developing essential life and career-readiness skills. Through a STEAM-focused approach, students engage in exploratory learning experiences that introduce them to a broad

range of tools, technologies, and ways of thinking that support innovation and informed decision-making.

As technology continues to evolve, the STEAM Technology program maintains alignment with current trends and best practices in technology education. There is a constant awareness that technology never stands still, and students are encouraged to develop flexibility, curiosity, and a readiness to adapt to new tools and ideas. This commitment to growth and responsiveness defines the work of the teacher and department members, who actively pursue continuous improvement to ensure learning remains relevant, engaging, and future-focused. Ultimately, students gain the knowledge, skills, and confidence needed to think critically, create purposefully, and make informed choices about future learning and life pathways.

RECOMMENDATIONS

For the 2026–2027 school year and beyond, the STEAM Technology Department recommends expanding student access to current and emerging technologies, including: Coding, Robotics, and 3D Printing.

At present, access to these technologies is limited by equipment availability. We currently have Ozobots (that are used to teach coding) that are about 10 years old and have limited working capabilities, Little Bits (that are used with STEAM Challenges and the design process) that are also about 10 years old and also have limited working capabilities, and no 3D printers that will actually print.

FINANCIAL IMPLICATIONS

[K-12 Spreadsheet template for requests](#)

The 2025-2026 STEAM Curriculum Adoption Proposal consists of \$10,393.95 at BCMS.

EVALUATION

The impact of the adopted curriculum is evaluated through a variety of measures to determine whether instructional materials are meeting their intended goals. Indicators of success include improved performance on project-based learning assessments, increased student interest and engagement with the content, and greater participation in Career and Technical Education–related courses as students progress through their educational experience. Together, these measures provide meaningful evidence of the curriculum’s effectiveness in supporting hands-on learning and long-term student interest in STEAM pathways.

NEXT STEPS

Upon board approval, the Teaching and Learning Department will initiate the purchase of recommended instructional resources. Technology Education teachers will participate in professional development and training to ensure effective use of new equipment. In addition, staff will engage in curriculum writing and district curriculum mapping to align instructional resources with updated curriculum goals for the 2026–2027 school year.