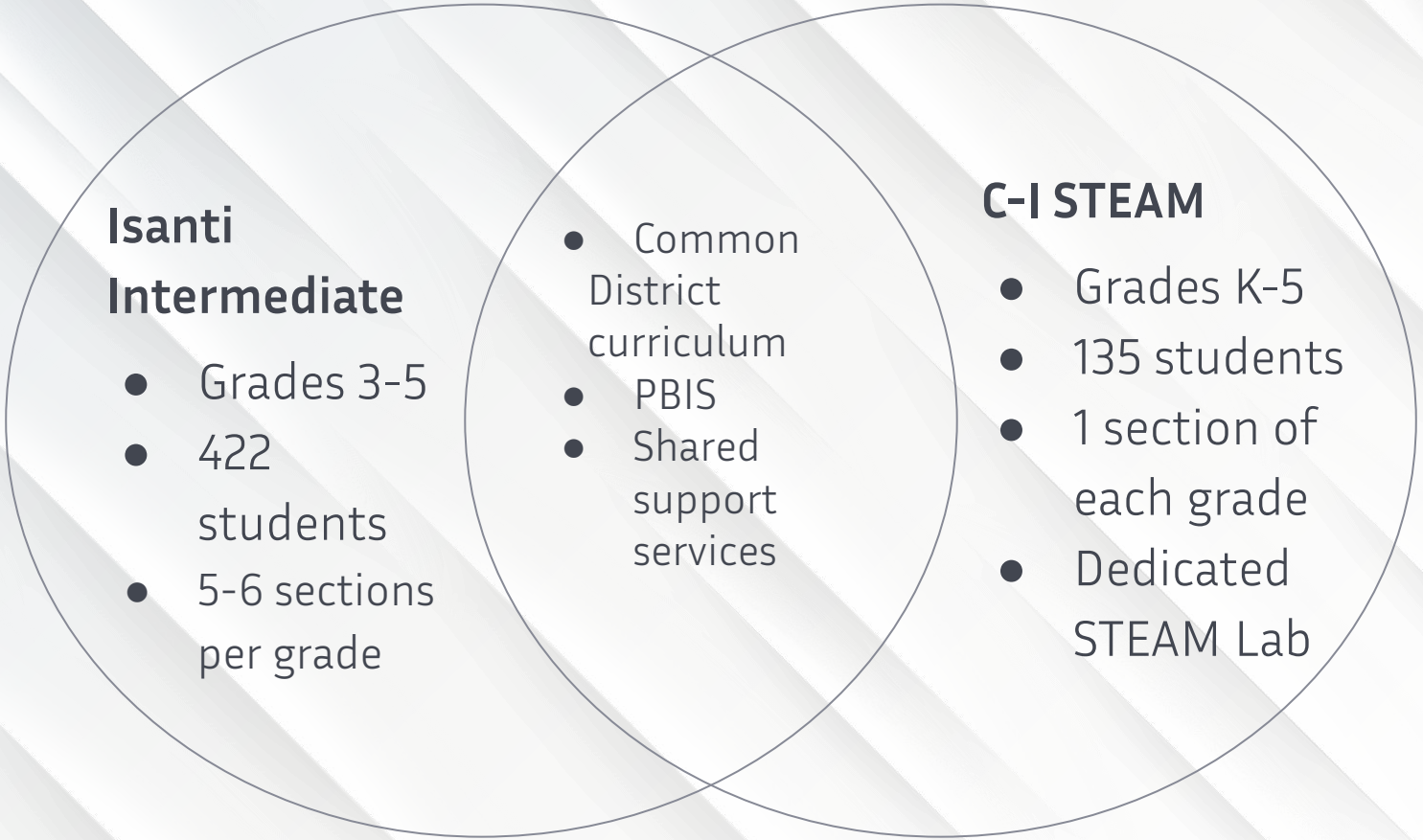
Isanti Intermediate & C-I STEAM School

Two Amazing Schools in One Awesome Building

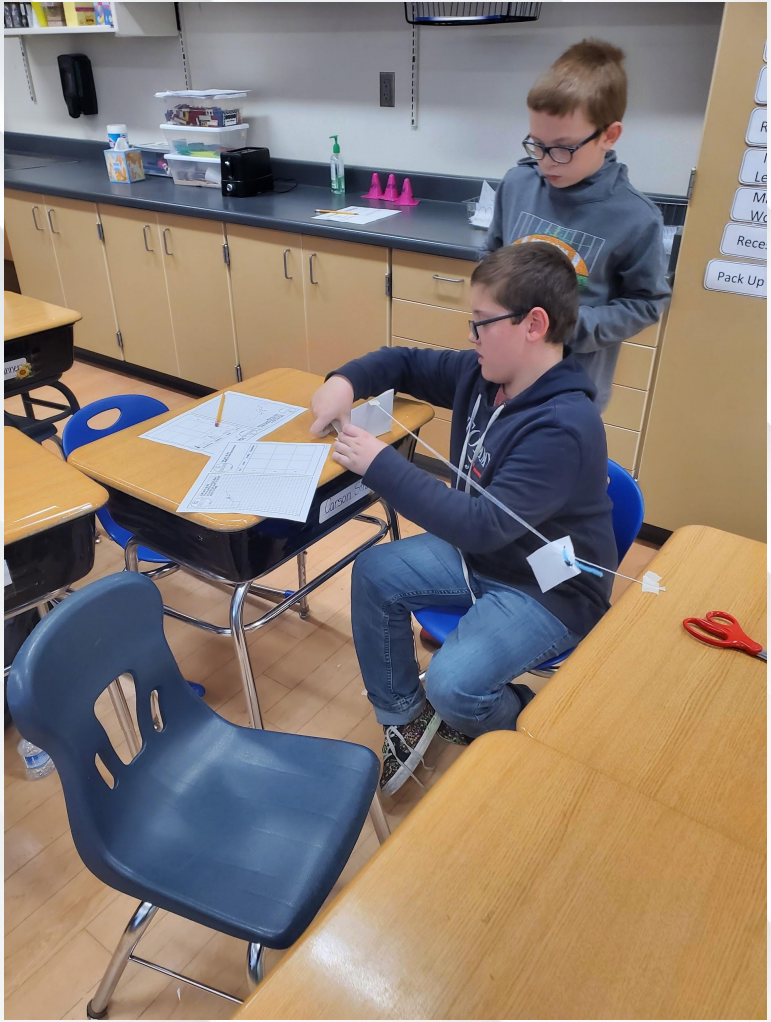


Cambridge - Isanti STEAM School

Strategic Plan

1.3 Ensure science curriculum meets new standards, empowers students to be engaged in their own learning, and is supported with professional development.

Engineering & Design


Pack Up

Proverb
Figurative Language

Engineering by Design

Kindergarten:	Animal Homes
1st grade:	Sounds All Around
2nd grade:	Plants - How Seeds Travel
3rd grade:	Wild Weather
4th grade:	Power/Energy
5th grade:	Water Treatment

There are also additional engineering and design challenges that classes do, often adding to a reading or science unit theme.

Coding

BeeBots

Lego

Sphero

Kodable

Strategic Plan

2.3 Enhance opportunities to develop relationships, celebrate successes, and increase collaboration between school staff and parents.

Breakout Box

Challenges that provide clues so students can get into the box - fosters problem solving, critical thinking, and collaboration.

STEAM Family Showcase

March 6th - over 130 adults visited the showcase where students highlighted what they worked on so far this year.

Strategic Plan

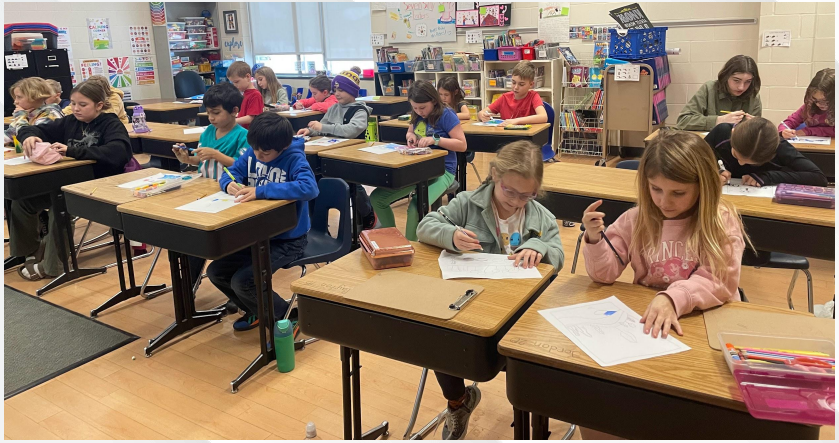
3.4 Expand opportunities for students to participate in school-based activities that build social connections.

Multi-age Learning Opportunities

- **Buddy classrooms** (k/3, 1/4, and 2/5) get together every other Friday for buddy reading, math games, crafts, etc.

- **Community time** (K-5 multi-age classes) get together on the opposite Fridays for board games, STEAM Bins, guided drawing, group games, engineering challenges.

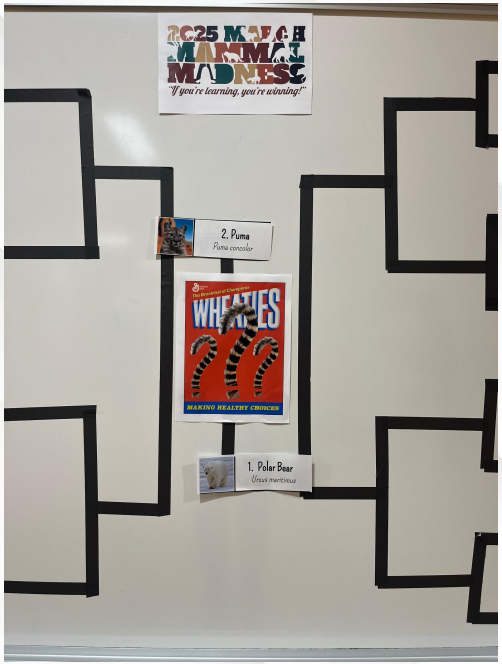
- **K-2 and 3-5 STEAM Rotations** (multi-age mixed classes) happen once or more a trimester. Each teacher plans a special activity or lesson centered around theme. The learning is STEAM based



March Mammal Madness

This yearly event has become a STEAM tradition.

Classes learn about a variety of animals and follow along to see who becomes victorious!



VIP wall

when we
LEARN
we
GROW
All About Me
Reading
Horses
Fishing
Jesus
brave

Strategic Plan

4. We will broaden community partnerships to maximize resources, support the growth of the school district, and provide opportunities for students.

Field Trips and Featured Guests

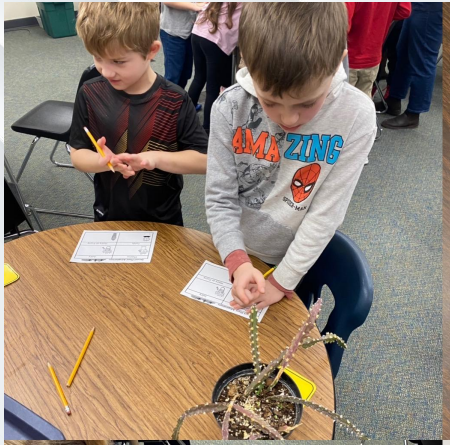
Minnesota Landscape Arboretum

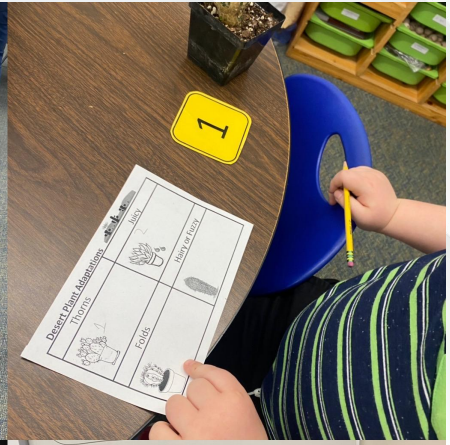
Pine Haven Farms

Bakken Museum

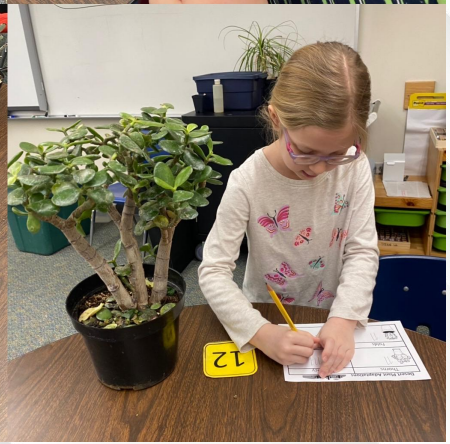
Snake River Fur Post

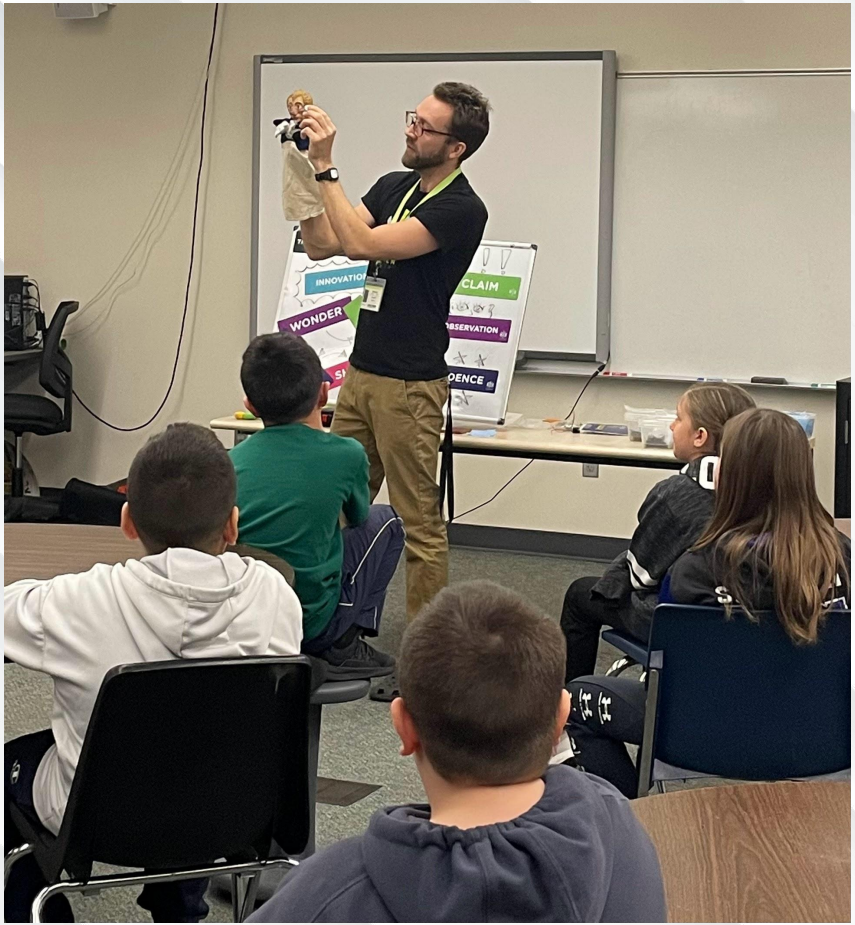
Visits with Mr. F: K & 4th - Magnets, 1st & 3rd- Morse Code
2nd & 5th Force and Motion

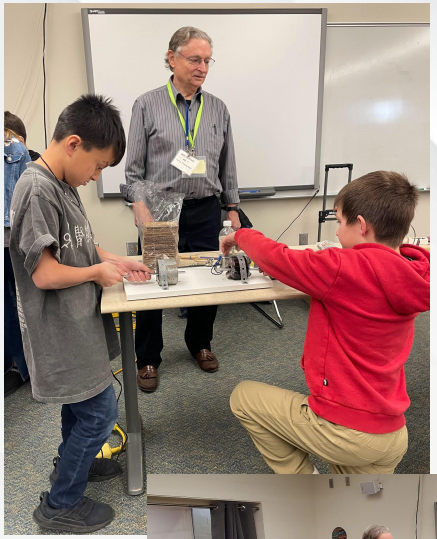

AMAZING

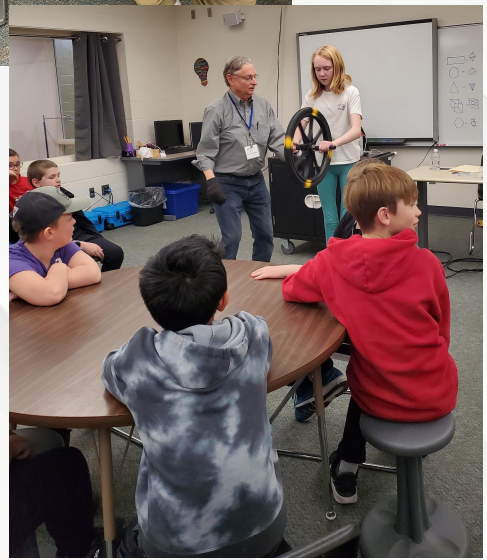

7
Desert Plant Adaptations
Thorns
Leaves
Hairy or Fuzzy
Folds

10
11

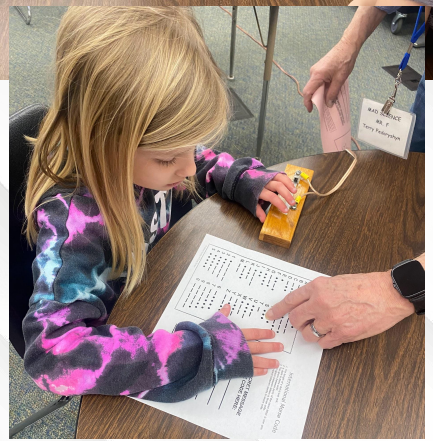

12


WONDER
CLAIM





Welcome Back
Mr. F!



Other Notable Information

Project Based Learning Training

All STEAM teachers will be attending PBL Training this summer and working to incorporate more project based learning experiences into their units.

STEAM Lab

Dedicated space for engineering, coding, and other project based learning to occur.

Thank you for listening!

What questions do you have?

CAMBRIDGE ISANTI Schools
EVERY STUDENT, EVERY DAY