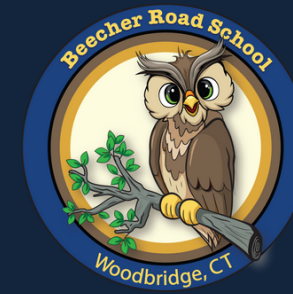


## **Agenda**

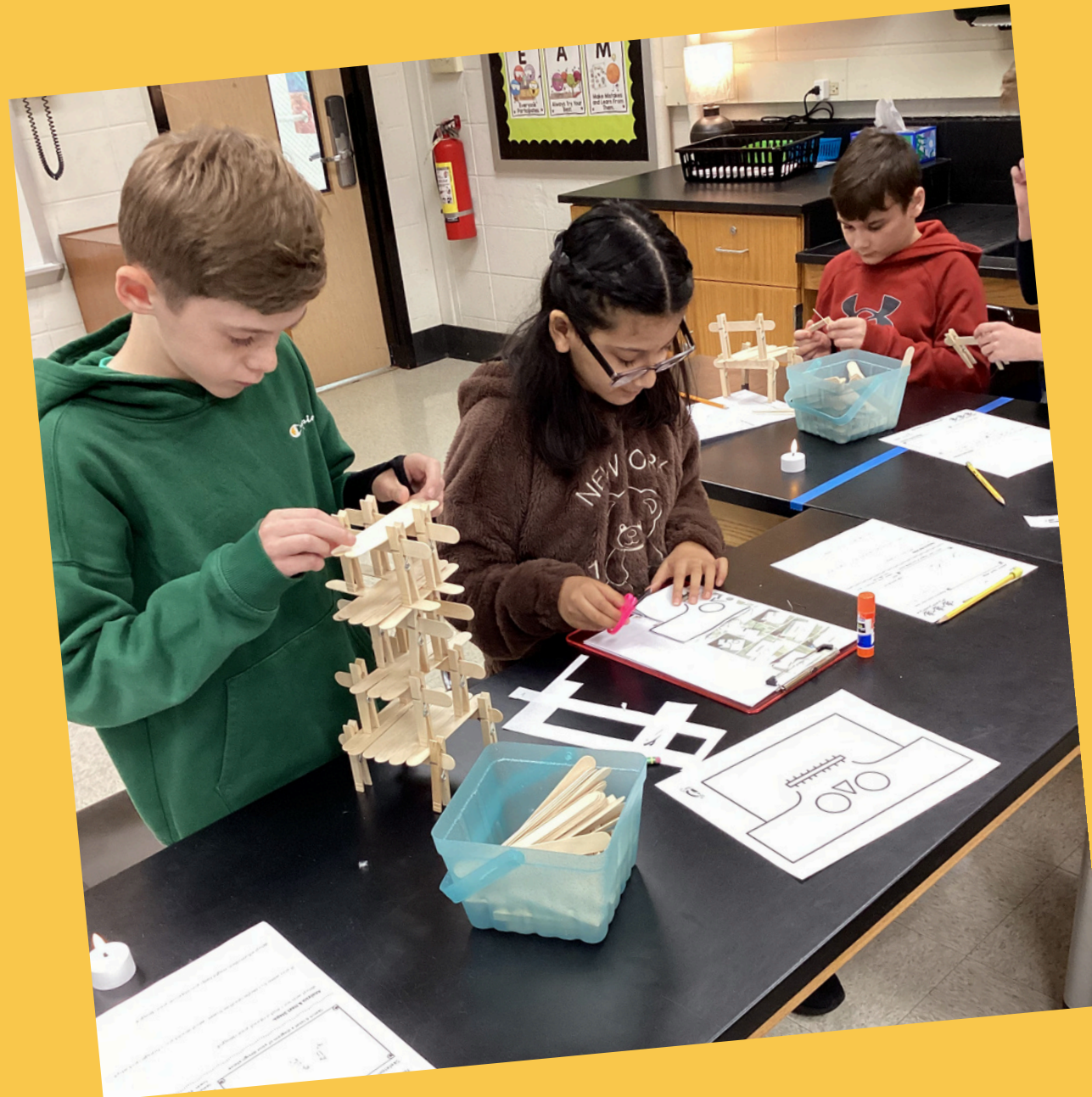
- I. **Call to Order**
- II. **Public Comment** - *The Board welcomes public participation. We ask that speakers please limit their comments to three minutes. Please be aware that the Board will not respond to any comments made during the public comment period, except to clarify issues, but we will take into consideration your comments, and when appropriate, district administration will follow-up with you at a later point in time. Public Comments may be submitted electronically to [mdegennaro@woodbridgeps.org](mailto:mdegennaro@woodbridgeps.org)*
- III. **STEAM Update**
- IV. **Public Comment** - *The Board welcomes public participation. We ask that speakers please limit their comments to three minutes. Please be aware that the Board will not respond to any comments made during the public comment period, except to clarify issues, but we will take into consideration your comments, and when appropriate, district administration will follow-up with you at a later point in time. Public Comments may be submitted electronically to [mdegennaro@woodbridgeps.org](mailto:mdegennaro@woodbridgeps.org)*
- V. **Adjourn**



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.

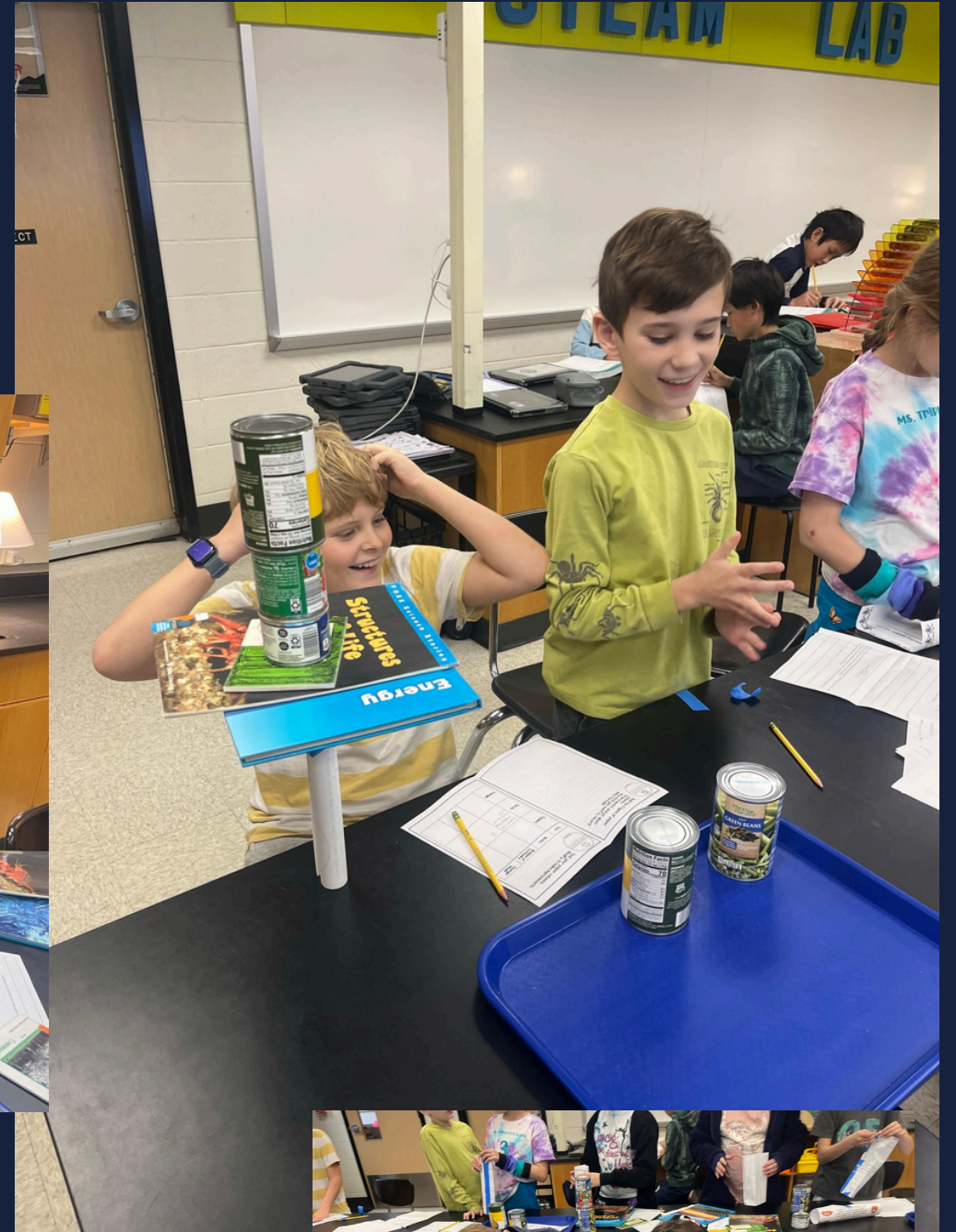
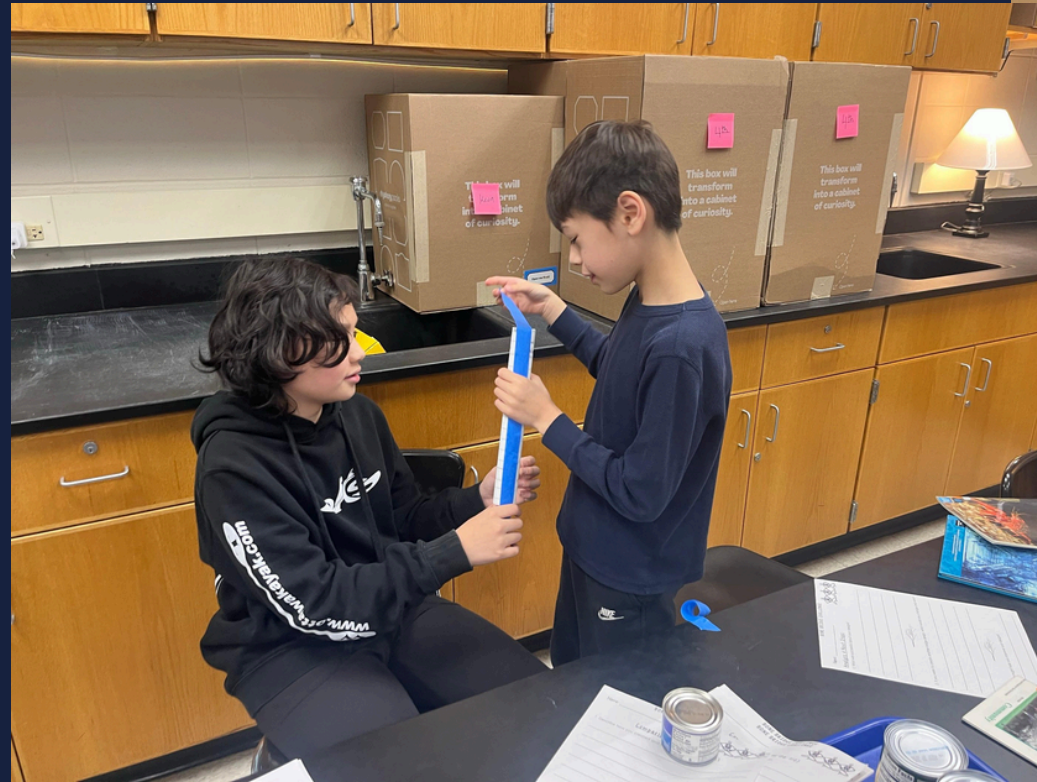
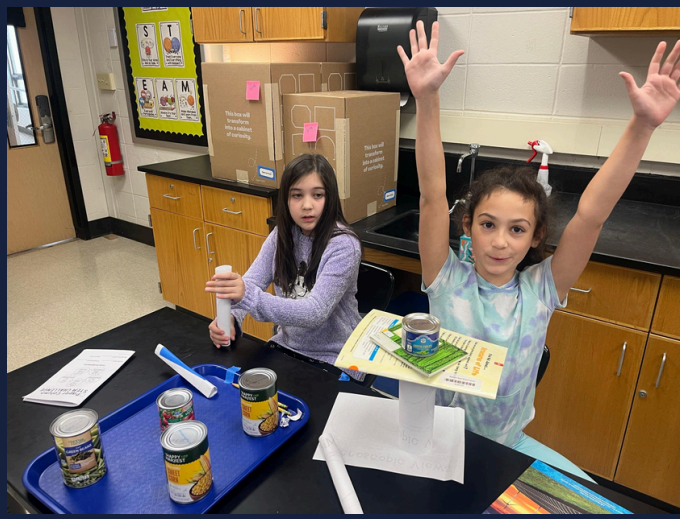
## PROBLEM-SOLVING

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



WOODBIDGE SCHOOL DISTRICT

## Grades K-6 Science Curriculum 2025-26

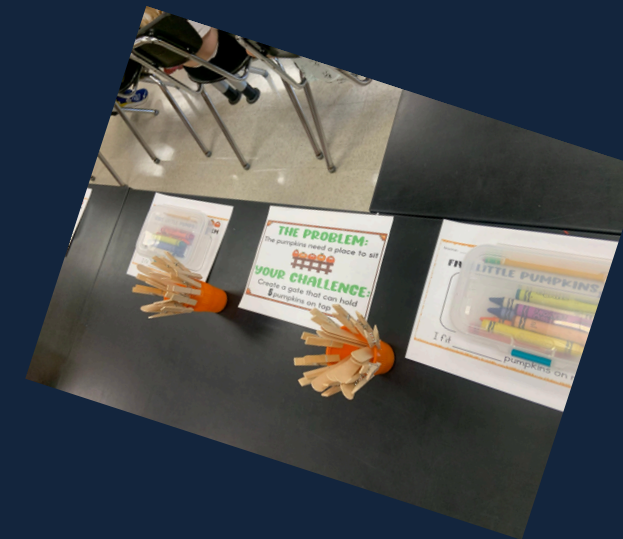
\*The suggested pacing is an estimated time frame.

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)