

# Re-Imagine the Future with STEM, PBL and Service Learning "The Trifecta of Success"

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"When I was 5 years old, my mother always told me that happiness was the key to life. When I went to school, they asked me what I wanted to be when I grew up. I wrote down 'happy'. They told me I didn't understand the assignment, and I told them they didn't understand life." - John Lennon

## The Waukesha STEM Academy <a href="Mission & Vision">Mission & Vision</a> Driven by Personalized Learning.



Academy

#### **Competency-Based Pathways**

- Entering and Leaving STEM at Different Places
- Moving at Different Paces

#### **Making Thinking Visible**

- Application of Learning
- Teaching of Learning
- Articulation of Learning

#### What It Means to be a STEM School

- Real-Life Context
- Hands-On Learning
- Personalized Learning Pathways

#### **Driven by Personalized Learning Pathways**

- What If...
  - Entering and Leaving STEM at Different Places
  - Moving at Different Paces
- How do I...
  - Application of Learning
- What are the Possibilities
  - Real-Life Context





## The Waukesha STEM Academy "Fail Forward" at All Costs







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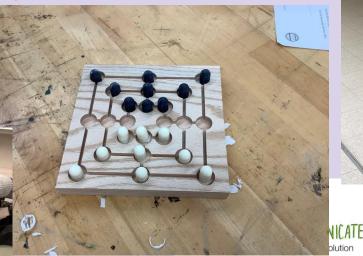




The Waukesha STEM Academy Iterate, Iterate, Iterate

Students ask, "Can I try..." The answer is almost always yes, let's find out.







DEFINE

#### ENGINEERING DESIGN I PROCESS

ITERATE
to improve
your prototype

TEST and evaluate

#### DENTIFY

constraints on your solution (e.g. time, money, materials) and criteria for success

#### BRAINSTORM

multiple solutions for the problem

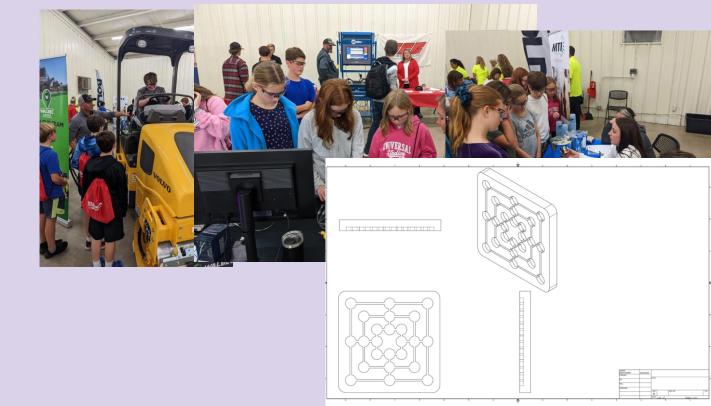
#### SELECT

the most promising solution

PROTOTYPE vour solution

#### **Job-Ready Skill-Sets**







#### Necessity... the mother of invention.

#### Inspiration







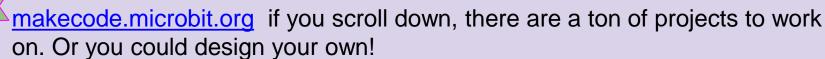




#### Choose your own adventure: things to consider

- Understand that this will be a more student led discovery of coding and physical computing.
- Mr. B's job will be to check in, assist, and guide you on your adventure
- Find projects that will be fun, and involved (try to find ones that may take more than one class to complete)
- Based on your project, let me know what additional materials you need beyond the micro:bit or edison robot to make your project complete
- The projects you complete should align to the continuums

#### **Project Ideas**





Edison robots: <u>meetedison.com</u> has a bunch of project ideas as well to pick from. It will be your responsibility to decide what you want to do and go for it!



# The Waukesha STEM Academy Building Partnerships to Support your Students Time, Talent & Treasure



#### - <u>Time...</u>

- Getting mentors in to support student learning

#### - <u>Talent...</u>

- Mentors to support staff learning
- Providing expertise in a given field

#### - Treasure

- Financial Grants
- Donation(s) of Physical Items



#### From Consumption to Production







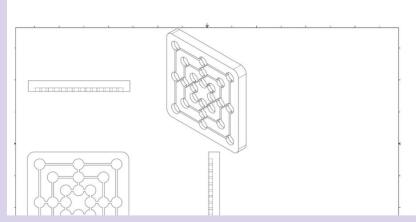


#### From Consumption to Production





Link to my continuum:



Here is what I am doing in 3D modeling

I am making a 3D model of a board game called nine men's morris so that I can CNC it and then hopefully play it



### The Waukesha STEM Academy "212" on 3...

STEaM at it's Finest and the Framework that makes it

tick.

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | Check it Out                                                                                                     |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------|
| PROJECT TITLE HERE  This is common his basic remarks a way in former the thinking regarding the STEAD project price discuss to self the STEAD trained to be self to be self to be self to be stead of the special to execute that there are projects rendy to bouch in the fact. One the summer eventual grows are interested in control of any of the STEAD trained to be self-to the stead to be self-to stead to the stead to be self-to stead to the stead to th | STEAM Project Template    STEAM Project Template                                                                 |
| Commodization securing Commodity  Commodity  Commodity  How is the Bagineering                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 | NARRATIVE RATIONALE                                                                                              |
| Design Process weren into this project                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | Project Ideas                                                                                                    |
| Description of substration that will be shared Describe method of strategy of  | What's your rationale? WHY is this a good project? Enduring Understanding: (What do you want to walk away with?) |
| THE COMMUNICATE  your solution  ENGINEERING  The problem in Deen TIFY  commands any our solution as tree, movely required and other in the solution as tree, movely required and other in the solution in the solution and the solution in the | Driving Questions: (What are 2-3 questions you want to dig deeper into and learn about your project?             |
| PROCESS  TEST  and revisitant  your prototype  PROTOTUPE  your solution  TEST  and revisitant  your prototype  PROTOTUPE  your solution                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | HOW will you<br>learn more?<br>HOW will you<br>present your<br>findings/learning<br>to others?                   |

| Check it Out                                                                                 |                                                                                           |
|----------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------|
| Academy                                                                                      | STEaM Project Template Project:  Fram:                                                    |
| Project Idea:<br>Summary of the issue,<br>challenge, investigation,<br>scenario, or problem: |                                                                                           |
| Enduring Understanding/ Learning Goals: (What do you want students to walk away with?)       |                                                                                           |
| Driving Question:                                                                            |                                                                                           |
|                                                                                              | Cross-Content Integration (Math, Literacy, Science, Social Studies, STEM Inc., Electives) |
| Content Area                                                                                 | Standards-Based Outcomes                                                                  |
|                                                                                              |                                                                                           |
|                                                                                              |                                                                                           |
|                                                                                              |                                                                                           |



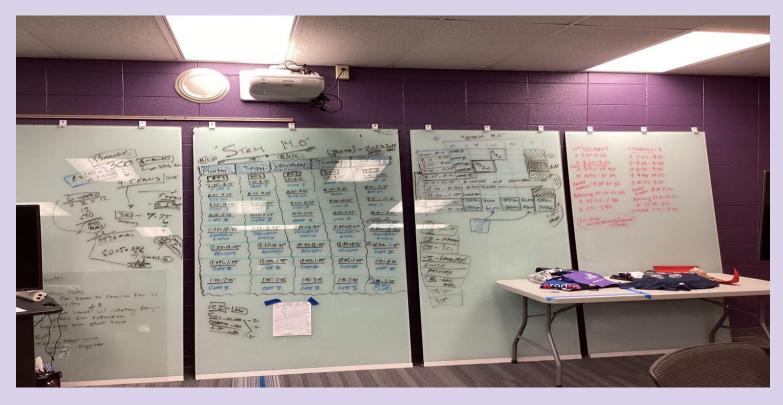
# The Waukesha STEM Academy Mission & Vision





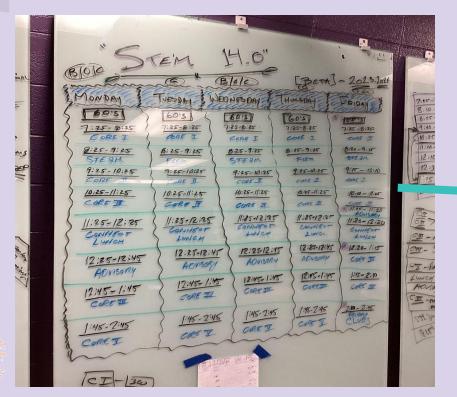
## The Waukesha STEM Academy Mission & Vision

**Driven by Personalized Learning.** 





### The Waukesha STEM Academy "The Framework"





|                                                                                                                              | CREATING LEADERS, EVERY SINGLE DAY! CHECK OUT OUR TWITTER: @STEM Saratoga                                              |                                                                                                                        |                                                                                                              |                                                                                                                         |  |
|------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------|--|
| Monday<br>A Day Electives<br>(Pathways or<br>Phy.Ed./Music)                                                                  | Tuesday<br>B Day Electives<br>(Pathways or<br>Phy.Ed./Music)                                                           | Wednesday<br>A Day Electives<br>(Pathways or<br>Phy.Ed./Music)                                                         | Thursday<br>B Day Electives<br>(Pathways or<br>Phy.Ed./Music)                                                | Friday FLEXIble Pathwa  (Pathways or Phy.Ed./Music) STEM - CLUBS                                                        |  |
| Transition to<br>Learning Spaces<br>from Safe Arrival<br>into STEM<br>Campus<br>(7:15 - 7:25)                                | Transition to<br>Learning Spaces<br>from Safe Arrival<br>Into STEM<br>Campus<br>(7:15 - 7:25)                          | Transition to<br>Learning Spaces<br>from Safe Arrival<br>Into STEM<br>Campus<br>(7:15 - 7:25)                          | Transition to<br>Learning Spaces<br>from Safe Arrival<br>Into STEM<br>Campus<br>(7:15 - 7:25)                | Transition to Learn<br>Spaces from Saf<br>Arrival Into STE<br>Campus<br>(7:15 - 7:25)                                   |  |
| CORE I<br>(7:25 - 8:40)                                                                                                      | CORE I<br>(7:25 - 8:35)                                                                                                | CORE I<br>(7:25 - 8:40)                                                                                                | CORE I<br>(7:25 - 8:40)                                                                                      | CORE I<br>(7:25 - 8:30)                                                                                                 |  |
| STEaM<br>(8:40 - 9:40)  * CapStone<br>Projects that are<br>chosen by<br>students, that<br>heavily focus on<br>collaboration, | FLEX (8:35 - 9:35)  * Students should use this time to work on the classes where they need more time. Please           | STEAM (8:40 - 9:40)  * CapStone Projects that are chosen by students, that heavily focus on collaboration,             | FLEX (8:40 - 9:40)  * Students should use this time to work on the classes where they need more time. Please | STEAM<br>(8:30 - 9:30)  * CapStone Projethat are choson is students, that heafocus on collaboration, innovation, ideati |  |
| innovation,<br>ideation, creation<br>and the evolution<br>of our real-world<br>experiences.                                  | reach out to your<br>teacher(s) or your<br>advisor if you<br>need some<br>guidance.                                    | innovation,<br>ideation, creation<br>and the evolution<br>of our real-world<br>experiences.                            | reach out to your<br>teacher(s) or your<br>advisor if you<br>need some<br>guidance.                          | creation and the<br>evolution of ou<br>real-world<br>experiences.                                                       |  |
| CORE II<br>(9:40 - 10:55)                                                                                                    | CORE II<br>(9:35 - 10:45)                                                                                              | CORE II<br>(9:40 - 10:55)                                                                                              | CORE II<br>(9:40 - 10:55)                                                                                    | CORE II<br>(9:30 - 10:35)                                                                                               |  |
| ADVISORY<br>(10:55 - 11:15)                                                                                                  | ADVISORY<br>(10:45 - 11:05)<br>Deep-Dive<br>Reading                                                                    | ADVISORY<br>(10:55 - 11:15)<br>ACP & SEL                                                                               | ADVISORY<br>(10:55 - 11:15)<br>Deep-Dive<br>Reading                                                          | ADVISORY<br>(10:35 - 10:55)                                                                                             |  |
| CONNECT-LUNCH<br>(11:15 - 12:15)<br>Students choose a                                                                        | CONNECT-LUNCH<br>(11:05 - 12:05)                                                                                       | CONNECT-LUNCH<br>(11:15 - 12:15)                                                                                       | CONNECT-LUNCH<br>(11:15 - 12:15)<br>Students choose a                                                        | CONNECT-LUNCE<br>(10:55 - 11:55)                                                                                        |  |
| 30 minute block to<br>each lunch and the<br>opposite 30 minutes<br>to attend a<br>CONNECT session                            | Students choose a<br>30 minute block to<br>each lunch and the<br>opposite 30 minutes<br>to attend a<br>CONNECT session | Students choose a<br>30 minute block to<br>each lunch and the<br>opposite 30 minutes<br>to attend a<br>CONNECT session | 30 minute block to<br>each lunch and the<br>opposite 30 minutes<br>to attend a<br>CONNECT session            | Students choose a<br>minute block to eac<br>lunch and the oppos<br>30 minutes to attend<br>CONNECT session              |  |
| CORE III<br>(12:15 - 1:30)                                                                                                   | CORE III<br>(12:05 - 1:15)                                                                                             | CORE III<br>(12:15 - 1:30)                                                                                             | CORE III<br>(12:15 - 1:30)                                                                                   | CORE III<br>(11:55 - 1:00)                                                                                              |  |
| CORE IV<br>(1:30 - 2:45)                                                                                                     | CORE IV<br>(1:15 - 2:25)                                                                                               | CORE IV<br>(1:30 - 2:45)                                                                                               | CORE IV<br>(1:30 - 2:45)                                                                                     | CORE IV<br>(1:00 - 2:05)                                                                                                |  |
|                                                                                                                              | PI DAY EVENT<br>(2:25 - 2:45)                                                                                          |                                                                                                                        |                                                                                                              | CLUBS<br>(new Glub rotation<br>(2:05 - 2:45)                                                                            |  |

STEM 13.0



#### STEM 14.0 in "Beta"

