



What does STEAM look like?

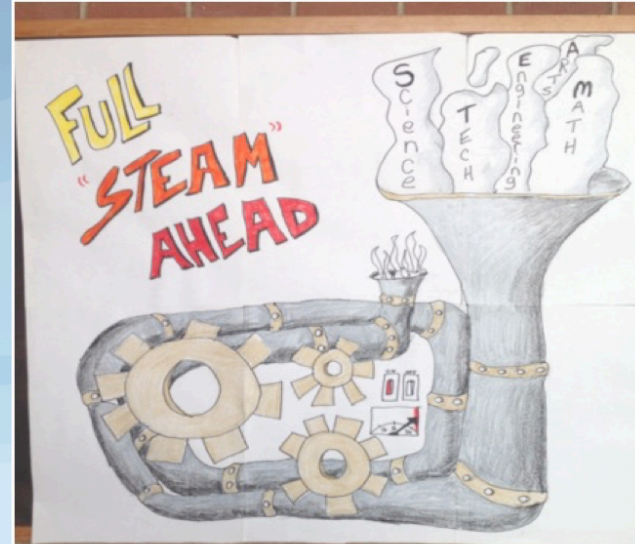


Ashford School

440 Westford Road
Ashford, CT 06278



Ashford School



**STUDENT-CENTERED, PURPOSEFUL,
INTERDISCIPLINARY LEARNING**

We Optimize Learning For All

STEAM is how we empower students to learn by thinking about the world, solving problems, and showing what they know.



Why STEAM?

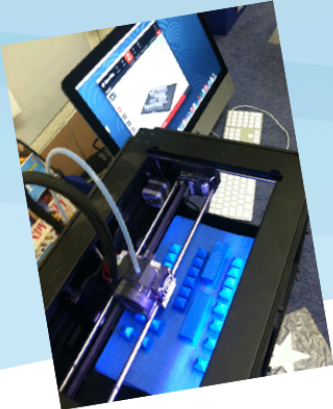
A NEW WAY OF EDUCATING OUR STUDENTS

STEAM which stands for Science, Technology, Engineering, Arts, and Mathematics, is our approach to interdisciplinary learning. It empowers students to view the world as a complex, dynamic, and interconnected place.

WHAT ARE THE ARTS?

We use the term “Arts” to refer to the visual and performing arts (painting, puppetry, theatre, music), as well as the Liberal Arts (Social Studies, Language Arts, etc).

More than just “adding Arts” to a STEM program, Ashford School seeks to incorporate the arts into student exploration, learning, and expression across the curriculum. Research shows that student learning increases when the arts are embedded in classroom



experiences, regardless of the content.

The arts can become the starting point, another lens through which students learn core content. In addition, the arts can be used to assess student learning.

HOW STEAM IMPROVES LEARNING?

The STEAM approach prepares our students to be better problem solvers because it empowers them to look at problems from multiple angles. This will serve them as citizens in a globalized world and help them to develop skills that employers and universities value.

WHY INTERDISCIPLINARY LEARNING?

An interdisciplinary approach through STEAM encourages individual student choice, increasing student buy-in as well as ownership over their learning. This may mean that within a given classroom, there are diverse, simultaneous, student-led projects occurring around a common learning goal.

“Tell me and I’ll forget, show me and I may remember, involve me and I learn” Ben Franklin

STEAM AT ASHFORD SCHOOL

WHERE ARE WE?

Last year, teachers began implementing STEAM learning units across Ashford School. These units are organized around themes, such as Healthy Body, Conflict, Natural Disasters, Regions and Resources, and Community. Student learning is displayed at numerous STEAM events, such as the grade 2 Ashford Farmer’s Market and the Kindergarten Healthy Body Fair.

Additionally, over the last several years, Ashford School has built a strong technology base, to support a comprehensive STEAM program, that includes a 3-D printer and scanner, a Robotics lab, multiple computer stations, laptops, smart-boards, document cameras, iPad carts, and a comprehensive technology plan. Also, we recently added new courses in Robotics and Digital Media Literacy.

WHERE ARE WE HEADED?

We will continue to provide students with unique learning opportunities through problem and project-based learning. Students develop important 21st century skills (Habits of Mind), which are transferrable to their future successful endeavors.

HABITS OF MIND

Ashford School’s Habits of Mind:
Autonomy, Collaboration, Communication, Creativity, Critical Thinking, Cultural Competency, Innovative Problem Solving, Motivation to Learn, Perseverance, Reflection, and Self-control