

What is **STEAM** and why is it important?

Adding the arts to STEM

Why Add the arts?

- Emphasize cross-curricular learning:
 - critical thinking skills,
 - cooperative learning
 - technological fluency
- Integrating the arts in math 3X = student proficiency in math increased by 23%
- Nobel laureates in the sciences were 22 times more likely involved in the performing arts







Science is looking for Answers +

Art is looking for Questions

=

Maker Spaces



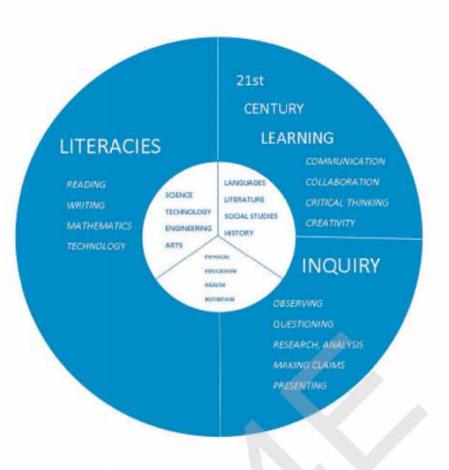
so S.T.E.A.M. it is...

it's interdisciplinary - rather than
compartmentalized
its connecting - rather than disconnected
its problem solving - rather than regurgitated
its thinking-based - rather than mindless
conformity

its about INQUIRY- making up problems and trying to solve them...leading to new problems...

Rio SD is focusing it's efforts on a new learning design and curriculum that works towards:

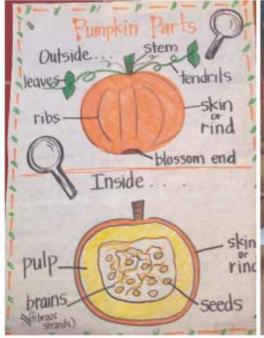
Literacies,
21st Century Learning Practices
through
Inquiry-Based Learning.





Spiders: Good Guys or Bad?











Rio K-8 STEAM School

Concept
Design Development
Integrating Landscape
Integrating Interiors

Funding/Designing K-8 STEAM School

Rio's Measure "G" School Bond was approved by the voters by more than 70%

Rio has established a STEAM School Design Committee that engages staff, parents, experts, and community partners







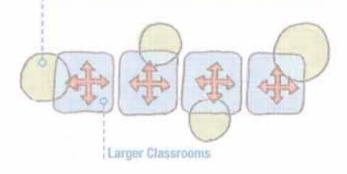


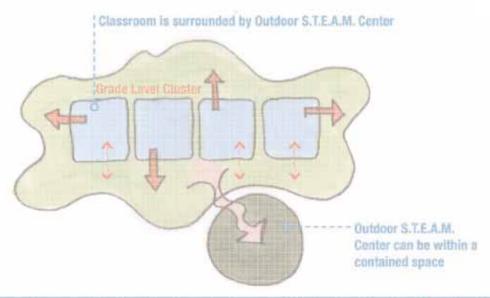


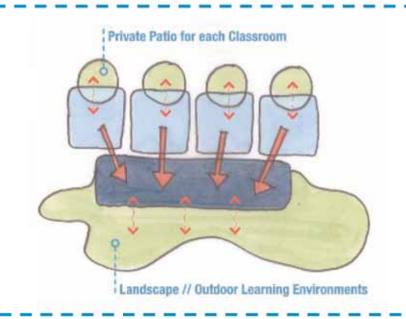


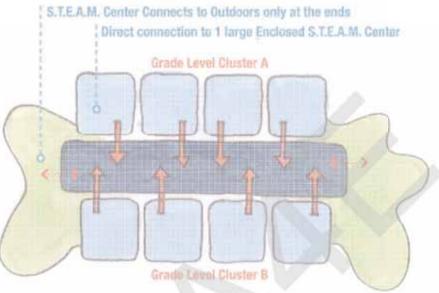
Learning Environment Configurations and Connections

Direct connection to the outdoors // Private Patio















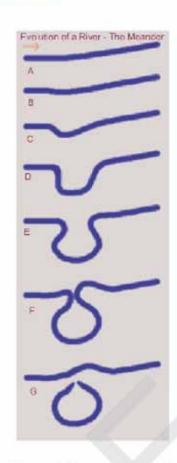
putting the s.T.E.A.M. in the river



Meander: is a bend in a sinuous watercourse or river.

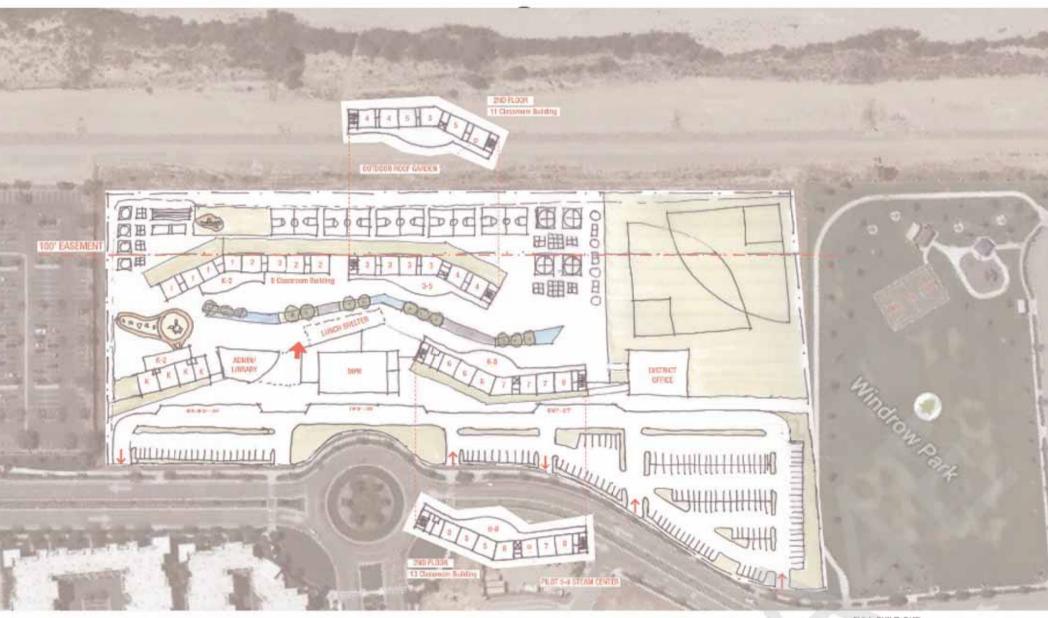
The Educational Meander





A Meander forms when water erodes the outer banks and widens its valley.

The Meander takes different paths evolving into various shapes and creating STEAM centers.



FULL BUILD OUT

February 12, 2015











Inspired by art and playful spaces





Nature



Building/ The Workshop



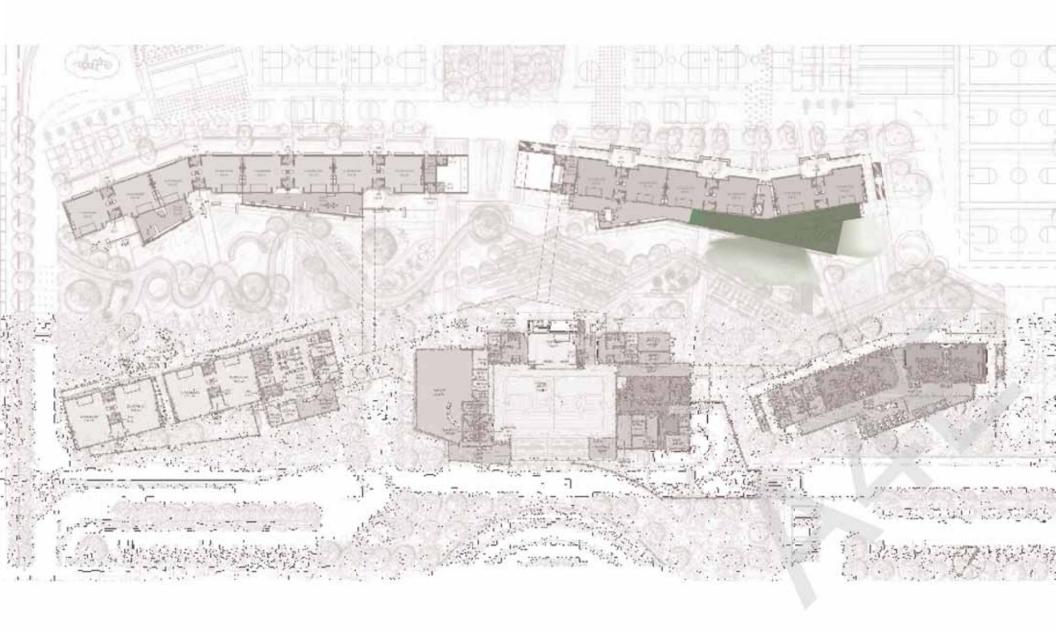
Reading



Ceramics + Sculpture



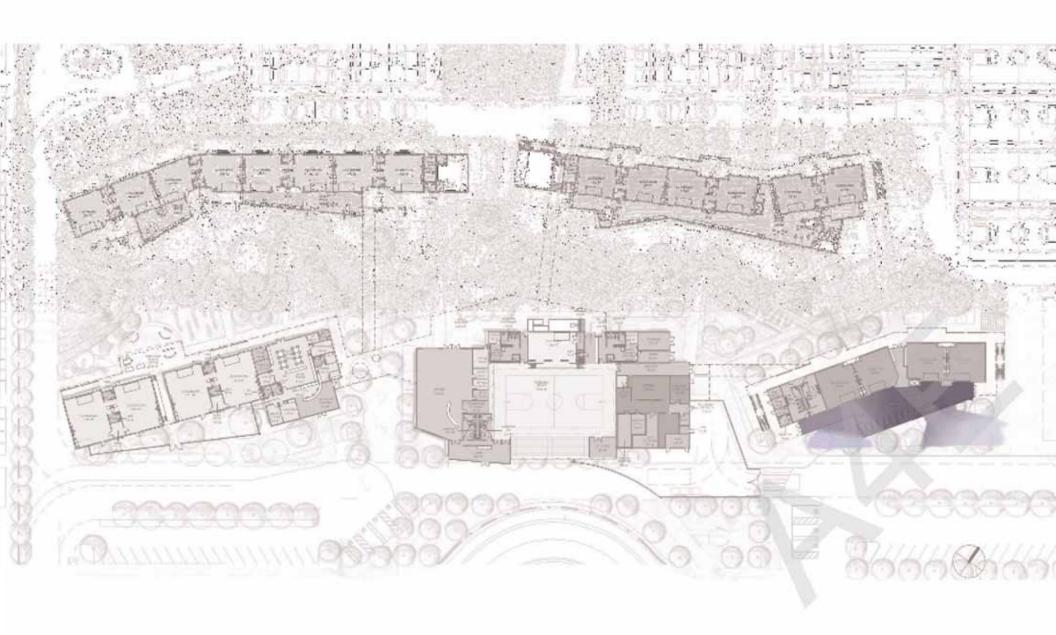
Performing + Fine Arts



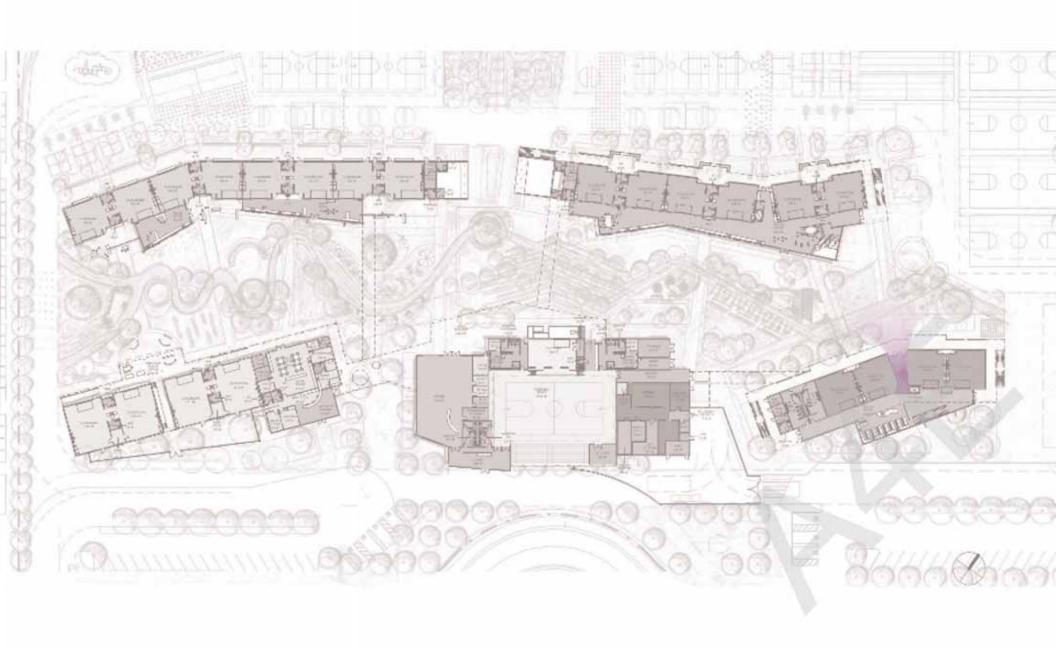
Digital Arts



Science



Student Lounge



Community Maker Spaces



STEAM for All!















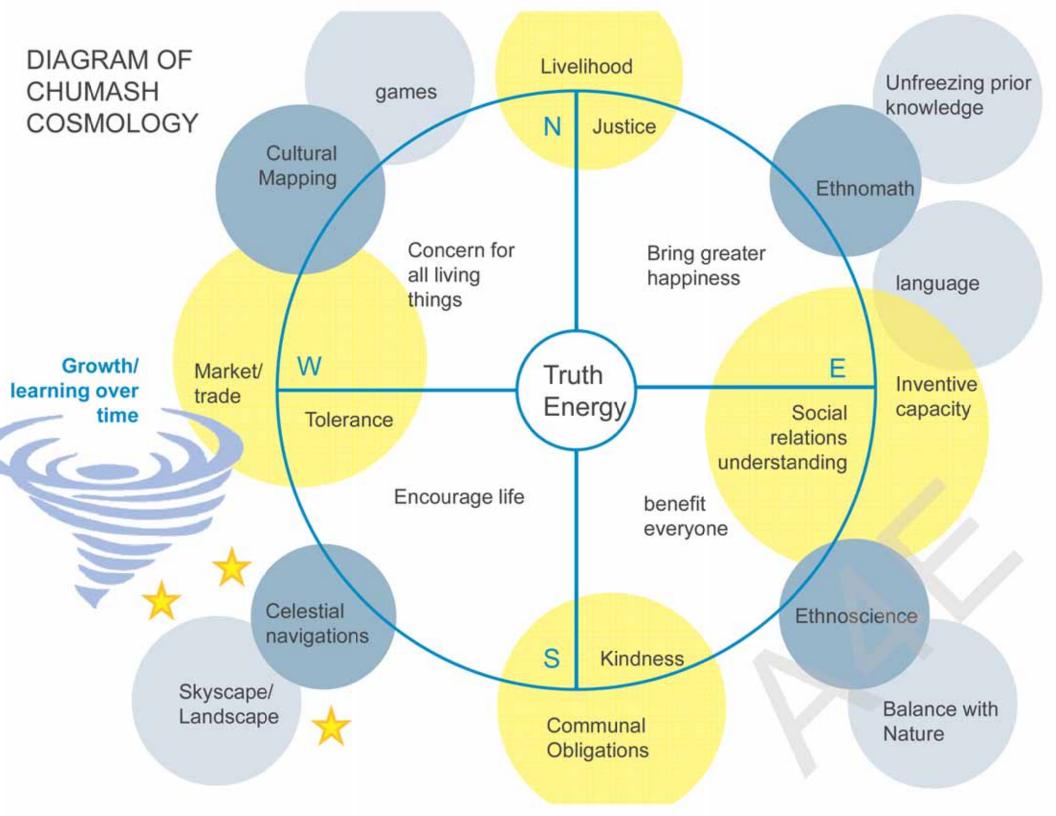
Possibilities in your community

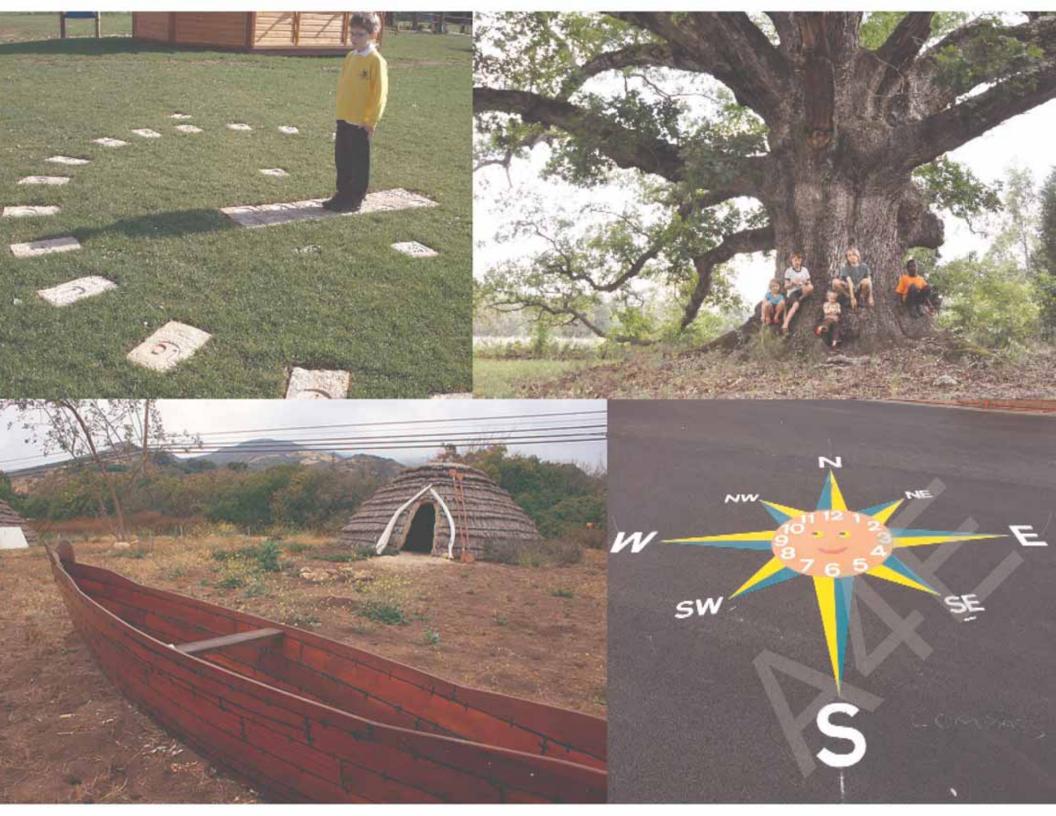
Cultural Themes

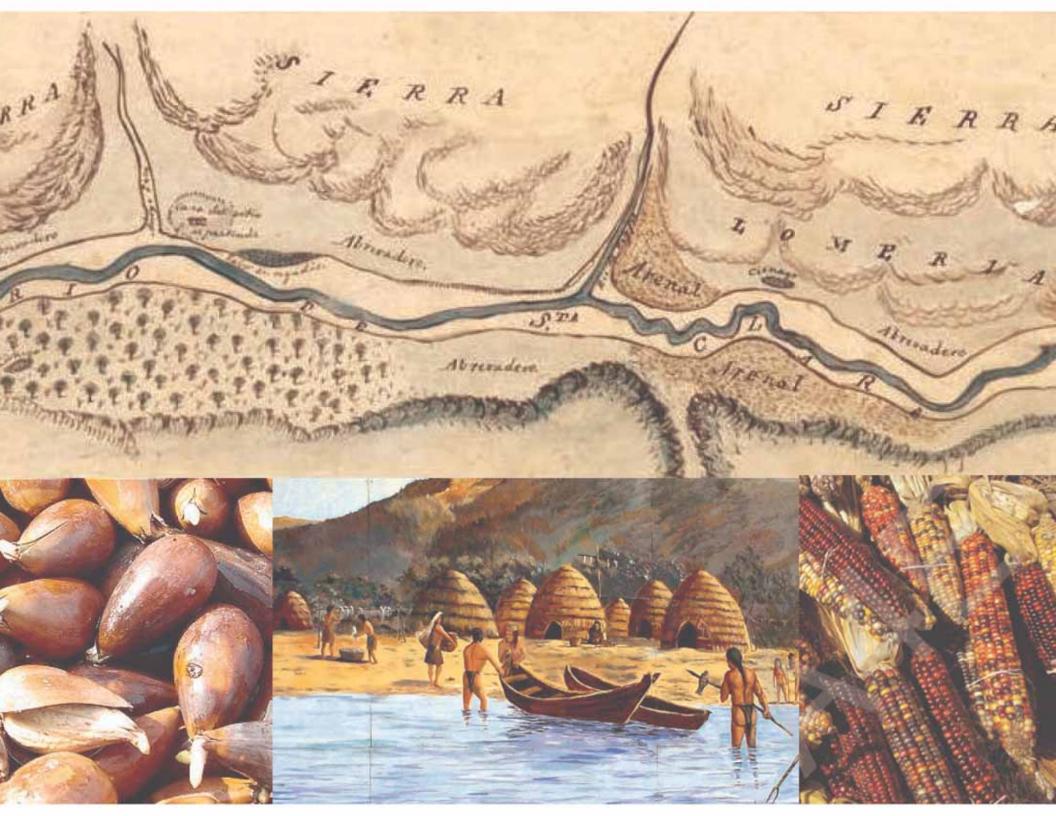
Community Engagement

Inspiration

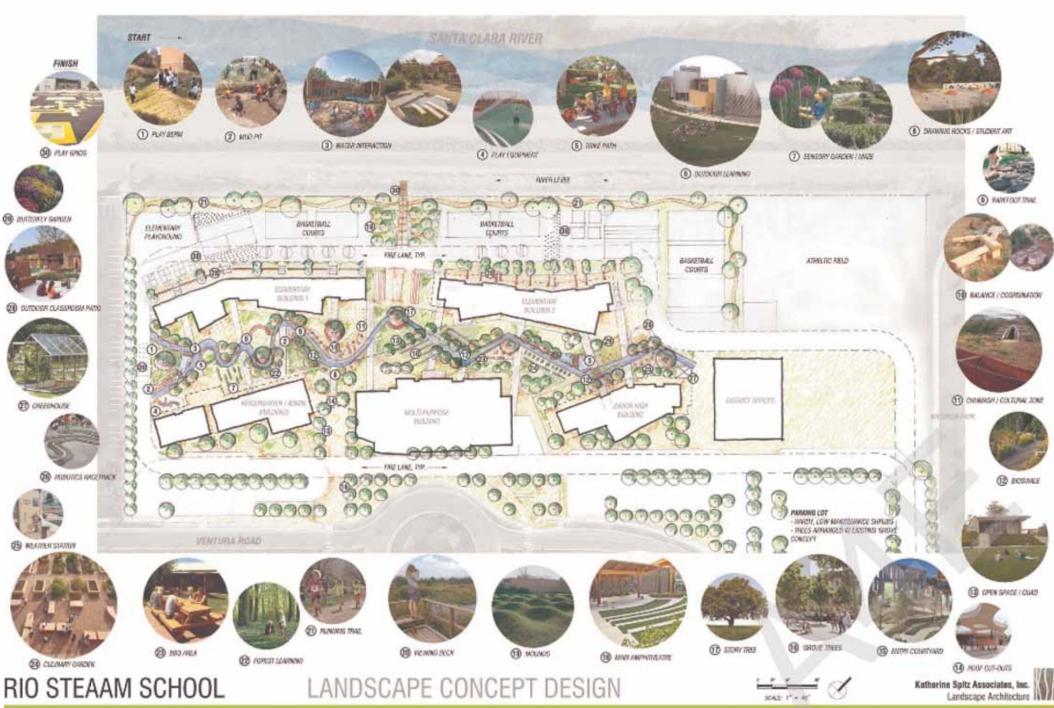
The Building as a Teacher







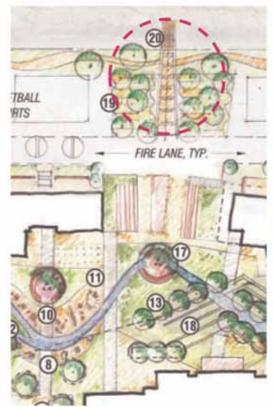








River Study





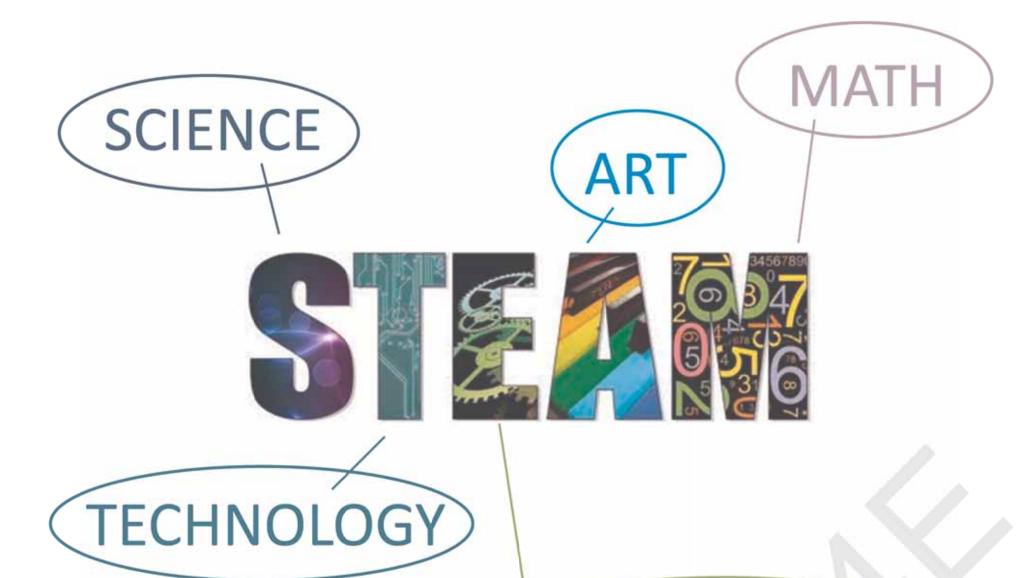








LANDSCAPE ELEMENTS: DETENTION BASIN



ENGINEERING



MUD WALK

STORY TREE

AMPHITHEATRE

SUSTAINABLE IRRIGATION









AGRICULTURE

TOMOL

ECOLOGY

TRIKE PATH

ETHNOBIOLOGY

Next Steps

Set Goals/Vision

Give Permission

Provide Resources

Support Professionals Developing

Network & Partnerships with the Broader

Community



