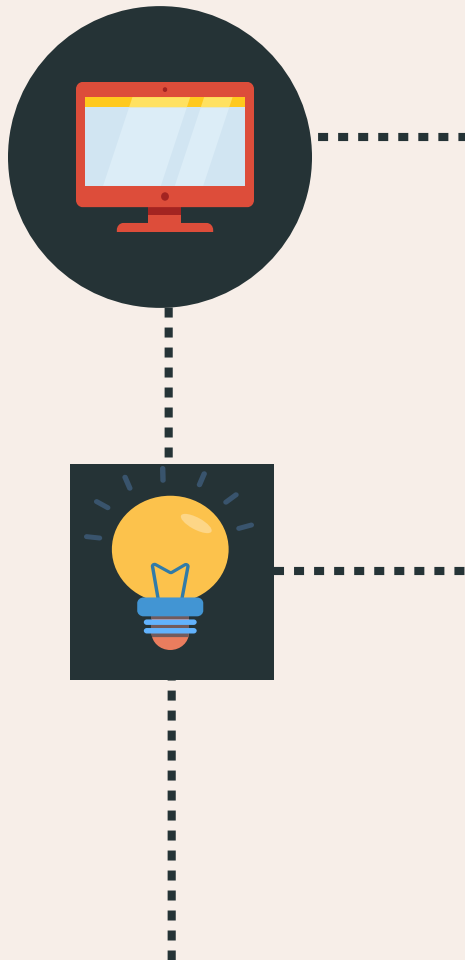


STEAM at Oakleigh SS



2015 - Early Launch School of Digital Technologies Curriculum

2016 - Investigation of DigiTech
Supported early adopters

Explored the Curriculum

Identified alignments within Curriculum

Yr 5 - Designed unit

2017 - STEM/STEAM
Surveyed community

Worked with STEM Champion
Attended PD
Completed STEM Plan

2017: STEAM

Collaboratively designed STEAM Vision
Aligned STEAM vision with school vision
Communicated and shared
Worked with two year levels to design units

2018

Each year level has planning time
Unit per year level is designed
Coaching is currently a focus
Assessment is currently a focus
Celebration event is planned

Design Thinking



STEM @ Oakleigh SS

OUR STEM VISION

What is our understanding of STEM as a school?

Science Maths Technology VS Interdisciplinary Inquiry Based

If this

What pedagogy best supports this?

Where does design thinking fit in?

Term 1, 2017
Our Vision

Term 2, 2017
Share design framework

Term 3, 2017
Start exploring Design Technologies
Yr 4 - STEM unit
Yr 6 - STEM unit

Term 4, 2017
Sharing and planning for 2018





Empowering
our community of learners
to create a *legacy*
which *redefines* our world



STEAM

SCIENCE - TECHNOLOGY - ENGINEERING - ARTS - MATHEMATICS

Inspiring our community of learners to inquire, collaborate and create

What is your context?

What should you do next?

Who will help you?

What opportunity within STEM will suit your context?

Do your staff have a good grasp of the Australian Curriculum including the General Capabilities?

Unpack Critical & Creative Thinking

Inquiry within Science and Design within Technologies

What is your vision for STEM or STEAM?

Do you have a shared understanding of STEM/STEAM with your community?

Communicate and share with your community. Invite their opinions

Who has expertise on your staff?

How will you value collaborative work between staff?

How will you progress the work and how will you share and celebrate?

Mindset, skillset, toolset

Design Thinking