



# Experiential Learning Through STEAM

## November 15, 2016

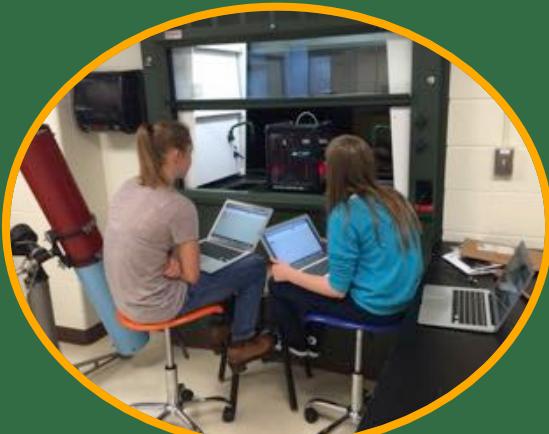
*The Winnetka Public Schools community empowers every student to flourish in an innovative, experiential environment. We support and challenge all learners to actively engage in continual growth and achievement to make a meaningful difference in the world.*

## Hubbard Woods School IDEA Lab



**Crow Island  
School  
Makerspace**

## Carleton Washburne School- The CoLab



**Carleton Washburne  
School- The CoLab**



**The Skokie School  
MakerSpace**



**The Greeley  
School  
MakerSpace**

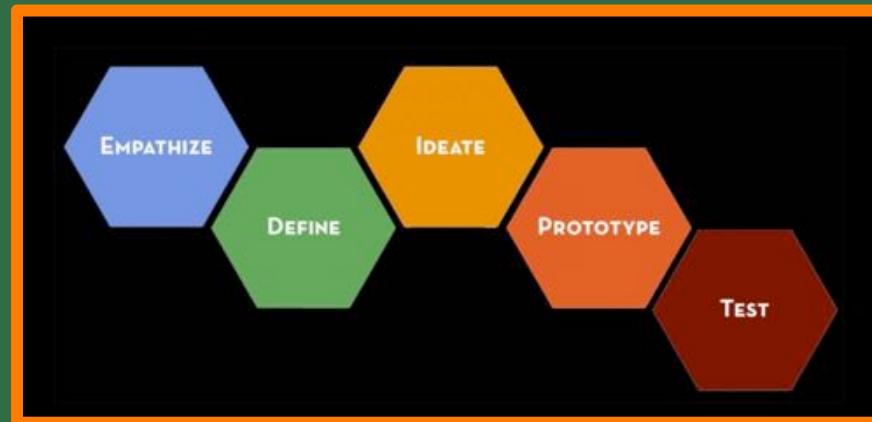
# What is STEAM?



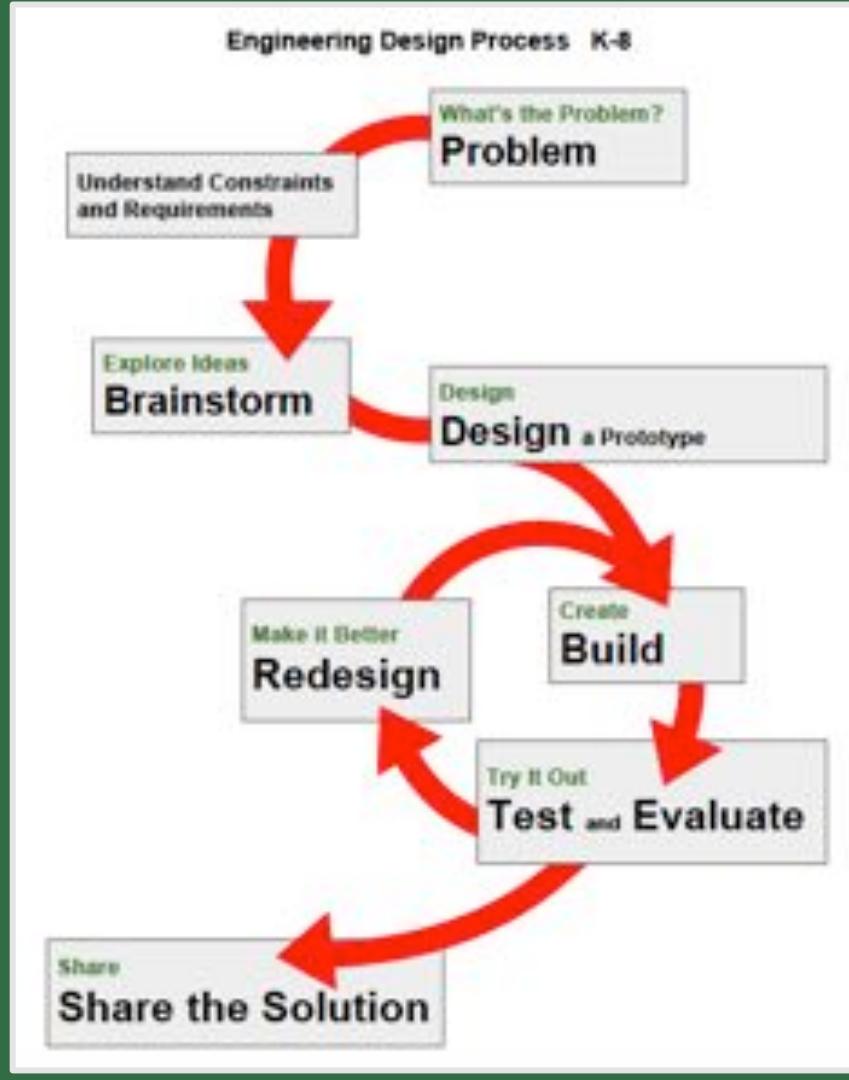
STEAM is an educational approach to learning that uses Science, Technology, Engineering, the Arts and Mathematics as access points for guiding **student inquiry, dialogue, and critical thinking**. The end results are students who take **thoughtful risks, engage in experiential learning, persist in problem-solving, embrace collaboration, and work through the creative process**.

# Annual Goal 2.1

*“Ensure all students demonstrate the outcomes of utilizing the design thinking process (collaboration, communication, creativity, critical thinking) through experiential learning opportunities.”*



# Our Engineering Design Process



# Measures- Student Use of the Four C's

Increase of 15% in “Student Use of the Four C’s” (collaboration, communication, creativity, critical thinking)- based on BrightBytes data collection.



# Measures- Access to STEAM Experiences

Increase student access to STEAM experiences before school, at lunch, after school, and outside of the designated STEAM spaces.



# Measures- “Innovation Markers”

Use research based on other model STEAM programs to determine “innovation markers” for success and set benchmarks for Year 2 and Year 3 implementation.



# Experiential Learning in Action



# D36 Shared Vision Alignment

- Offering innovative, 21st century experiential learning opportunities for all District 36 students
- Engaging students in the Design Thinking process, a key element of experiential learning
- Empowering creativity, collaboration and problem-solving skills
- Challenging students to make a meaningful difference in the world through their ideas
- Providing valuable insight into student growth and achievement, via student portfolios

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# Q & A

