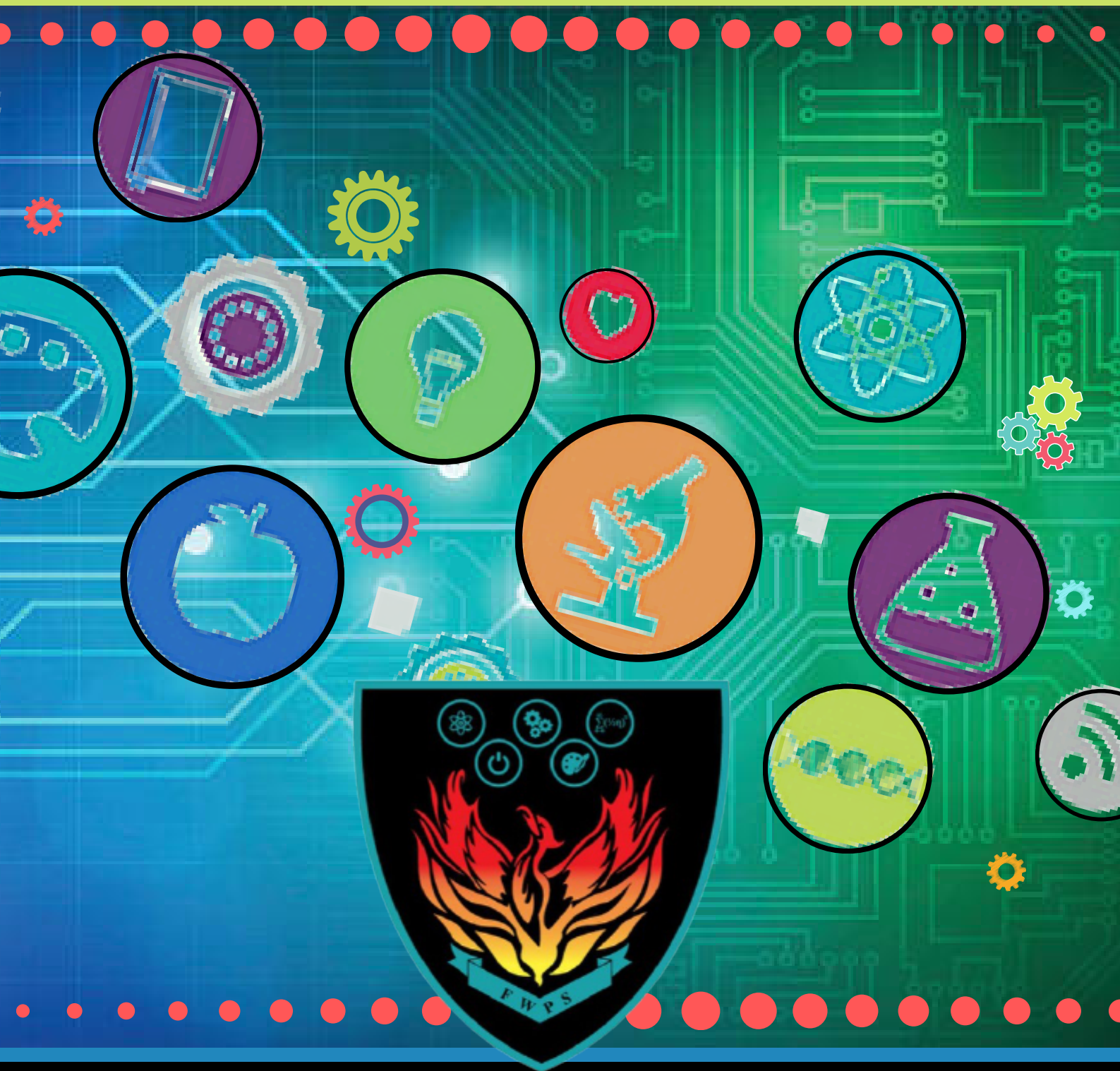


FOUR WINDS PUBLIC SCHOOL



STEAM

ACADEMY

IMAGINE  INVENT  INSPIRE

SETTING OUR STUDENTS UP TO BE INNOVATORS, EDUCATORS, LEADERS & LEARNERS OF THE 21ST CENTURY



Challenge-based learning with real-world, globally relevant applications - S.T.E.A.M. Academy gives our students hands-on learning opportunities and specialized instruction in the areas of Science, Technology, Engineering, Art & Mathematics.

THE GOAL OF THE S.T.E.A.M. ACADEMY IS TO:

- Provide students with specialized instruction and achieve skills in a variety of modalities.
- Develop a long-lasting interest for innovation and creative problem-solving utilizing the 4 Cs:
 - Communication
 - Critical Thinking
 - Collaboration
 - Creativity
- Increase self-esteem and confidence with new skills and platforms to showcase their projects.
- Begin developing an individual portfolio of projects and leadership opportunities.
- Acquire proficiency in a multitude of technologies and makerspace components.
- Build new friendships.
- Develop long-term leadership skills through an emphasis on empowering the student creator.
- Cultivate teamwork skills and positive role-modeling within the Academy and school community.

SCHEDULE:

- The STEAM Academy replaces the students complementary courses.
- **All classes are supervised by certified teachers and instructors.**

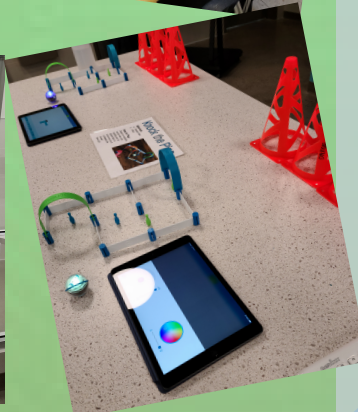
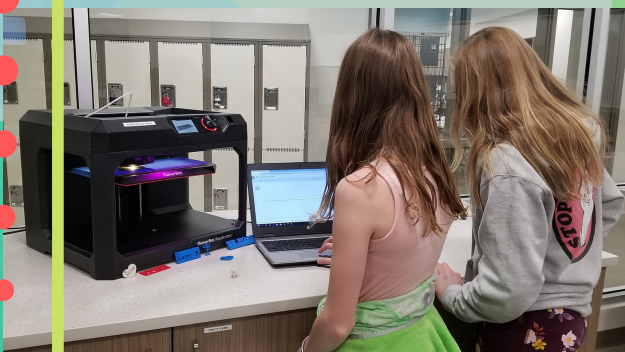
POTENTIAL ACTIVITIES:

3D Printing
Animation
Augmented Reality
Coding
Digital Citizenship
Gaming
Google Suite Education
Green Screen
Inventions
Leadership
Makerspace
Photo Shop
Portfolio
Robotics
Tech Education
Websites
Drone Challenges
Video Creation
Virtual Reality

Activities may vary each year.

POTENTIAL OFF-SITE OPPORTUNITIES

Sturgeon Composite High School
Edmonton Public Library -
Makerspace
Skills Canada Provincial
Competition
DiscoverE (U of A Engineering)
Let's Talk Science (U of A)
NAIT
Virtual Field Trips
(3M, Space Station, Etc.)



ACADEMY STUDENTS MUST:

- Have good academic standing and proven ability to maintain their academic potential.
- Be highly motivated, disciplined, dedicated, and coachable with a commitment to improvement of skills

CURRICULUM-BASED & INCORPORATES:

- ICT Outcomes
- Science, Math & Language Arts
- Career and Technology Foundations
- Art

TOPICS OF STUDY INCLUDE:

Engineering Design Models
Problem-Solving
Resiliency
Digital Citizenship &
Technology Fluency
Portfolio Design
Collaboration & Communication
Leadership

PROGRAM FEE:

Grade 5: \$150
Grade 6: \$250
Grade 7-9: \$300

Fees are due by Sept. 30, 2023.

FEE INCLUDES:

Program Apparel
Transportation
Field Trip Costs
Tournament Fees
Equipment Purchases

**program fee is subject to Board and Ministerial approval.*

PLEASE NOTE: THE PROGRAM WILL RUN ONLY IF THERE IS ADEQUATE ENROLLMENT (ACCOMPANIED BY FEE PAYMENT).
CLASSES WILL BE CAPPED AT 28 STUDENTS, WITH SUBSEQUENT STUDENTS PLACED ON A WAITING LIST.

"I like STEAM because it lets me use my imagination. I get to create lots of things and learn about technology. I get to explore my ideas."

ETHAN K.
FWPS Student

"I like STEAM because it encourages me to get creative with my resources. I also like it because I get to explore technology."

LORELEI M.
FWPS Student

"STEAM helps me learn new things that I might need in the future."

KATIE D.
FWPS Student

"STEAM is important to me because it inspires me to try new things and be creative with my friends. You can program and design new things on a computer and just have fun!"

DACIE A.
FWPS Student

