Goal 2: Readiness for Future Success

Goal Statement: Increase student achievement to ensure that all students are challenged and engaged in quality instructional programs that prepares

them for competitive college and career opportunities and future success.

Objective 5: Continue expansion of K-12 STEAM curriculum that combines problem solving with project-based learning and develops students

critical thinking, communication, assessment, and inquiry skills that make connections to real-world applications.

Major Activities	Staff	Resources	Timeline	Indicators of Success
Form a K-12 STEAM Committee to review the existing programs and oversee the planning and implementation of STEAM Programs,	 Asst. Superintendent Teachers and Supervisors of: Science, Technology, Mathematics, Visual and Performing Arts, Career Education 	 Current curricula Needs assessments Research on existing STEAM Program 	2016-2017 Committee Implementa	 Committee formation Framework for project-based learning opportunities Final STEAM projects for grades K-
to include ongoing evaluation of programs and activities.	• Principals	 Surveys from students and staff Classroom visits Group discussions Review of latest technology 	tion of STEAM Programs 2017-2021	8
Revise K-8 Science curricula to include engineering and design components.	 Asst. Superintendent Teachers and Supervisors of: Science, Technology, Mathematics, Visual and Performing Arts, Career Education 	 NJDOE Model Curricula School Visits Literature and Internet Research 	2016-2017	Formation of student-centered STEAM units in Grade 6
3. Develop CTE STEM Program for Grades 9-12.	 Asst. Superintendent Principal Supervisor of Career Education Supervisor of Technology and Engineering 	CurriculumNJ CTE Department	2016-2018	State approval
4. Establish a Planning and Instructional Team that will consist of a mathematics, science, technology & engineering, and art teacher.	 Asst. Superintendent Teachers and Supervisors of Science Technology, Mathematics, Visual and Performing Arts, Career Education 	 NJDOE Model Curricula School Visits Literature and Internet Research 	2016-2017	Formation of student-centered STEAM units in Grade 6

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5. Establish a partnership with national associations and universities.	 Asst. Superintendent Teachers and Supervisors of Science, Technology, Mathematics, Visual and Performing Arts, Career Education 	 NASA Resources and Personnel Montclair State University Faculty 	2016-2018	 Analysis of the use of resources from partnerships
Continue to develop Maker Spaces in media centers in all schools and provide accompanying PD to staff.	Supervisor of Career EducationPrincipalsMedia Specialists	Curriculum Budget	2016-2018	 Final Maker Spaces Professional development offerings Sign-in sheets
7. Evaluate current Foods Rooms in WOHS to determine alignment with the CTE DOE requirements that Culinary Arts facilities be full professional kitchens in order to prepare students for college and career.	 Asst. Superintendent Supervisor of Career Education and Library Science Buildings and grounds Building administrators 	 State / City code regulations CTE DOE Requirements Budget Inspections Kitchen appliances (ovens, hoods, etc.) 	2016-2018	Evaluation report and recommendations
8. Evaluate Media Centers at elementary and middle schools that will allow the district to create student learning environments more aligned to what is necessary to prepare students for college and career.	 Asst. Superintendent Supervisor of Career Education and Library Science Director of Technology Technology Department Principals Library Media Specialist 	Technology PlanBudget	2016-2018	Evaluation report and recommendations

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Major Activities	Staff	Resources	Timeline	Indicators of Success
9. Increase electives for STEAM	Asst. Superintendent	Curriculum writing	2017-2019	 Adoption of recommendations for
programs- possibly on-line courses	 Teachers and Supervisors of Science 	 Online courses 		STEAM electives
beginning in grade 4 / 5.	Technology, Mathematics, Visual and			 Course of study
	Performing Arts, Career Education			Student enrollment
				Curriculum
				 Academic teams
				K-12 STEAM Lunch & Learn