**Vision:** Washington Elementary will be a destination downtown school where Science, Technology, Engineering, the Arts and Mathematics (STEAM) will guide student inquiry, dialogue and critical thinking.

**Mission:** The Vision for Washington Elementary School will be fostered in collaborative classrooms that are guided by project based learning.

Washington students will be confident, future innovators who are design minded, collaborative in nature and can tackle projects through prototype and discovery.

Instruction will be grounded in the NGSS and CCSS and will prepare each student to think, learn, work, communicate, collaborate and contribute effectively as he/she matriculates on to Middle, High School and beyond.
Washington will be guided by the SCUSD Mission “to provide every student with the tools needed to be successful.”

To do this, the pedagogy will be grounded in existing programs nationwide that are having success with STEM/STEAM programs.

Katherine B. Smith Elementary, San Jose, CA
Napa Junction Elementary, Napa, CA
Walter Bracken Elementary, Las Vegas, NV
James Berry Elementary School, Houston, TX
St. Philip’s Academy, Newark, NJ
Dwight-Englewood School, Englewood, NJ
The D. School Institute of Design at Stanford

Career and College Ready Students
Family and Community Engagement
Organizational Transformation

LEARNING THROUGH DOING

The Engineering Design Process

ASK
• What is your design supposed to do?
• How will you know if it is doing what you want?
• What could keep you from making it do that?
• How will you test your design?

IMPROVE
• Analyze your test results.
• What change would make the biggest impact on meeting your goal?

CREATE
• Follow the plan.
• Test it out and compare your results to what you wanted or expected.

PLAN
• Consider your materials and resources.
• Sketch/draw the details.
• Pitch your plan.

IMAGINE
• Apply knowledge and creativity to brainstorm ideas together.
• Agree on one to try!

The Leader in Me

Ownership of Self Learning
Communicate
Critical Thinkers
Overcome Obstacles
Knowledge Mastery
Agency (Growth Mindset)
Collaboration, Communication and Flexibility in Every Classroom.
Create spaces that encourage cross-discipline communication; interaction; and facilitate productive gatherings.
Before/Afterschool:
Program will be an extension of the STEAM Day:
- Robotics
- 3-D Printing/Coding
- Music
- Watercolor
- Ceramics
- Performing arts
- Puppetry
- Chemistry in the Community

Rationale: Through PBL and Collaborative teaching, STEAM will be interwoven and not experienced in isolation such as in traditional education settings (separate math time, separate science time, etc.).
Media/Arts
Create learning spaces in each pocket of the school, with outdoor benches and native plant gardens.