Washington



Re-Opening 2016-17



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 Defined

What is STEAM going to mean for Washington?

Backward Mapping

Adult Learning

Culture Building

Articulate Mission/Vision

SCUSD Mission Supported

Washington will be guided by the SCUSD Mission "to provide every student with the tools needed to be successful."

To do this, the



Pillars

Career and College Ready Students

Family and Community Engagement

Organizational Transformation

LEARNING THROUGH DOING

The Engineering Design Process

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

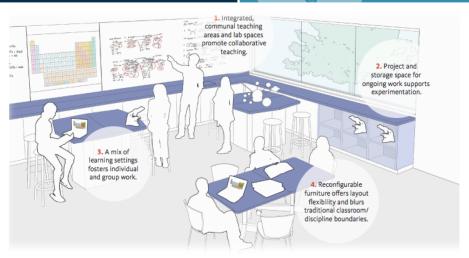
pedagogy will be grounded in existing programs nationwide that are having success with



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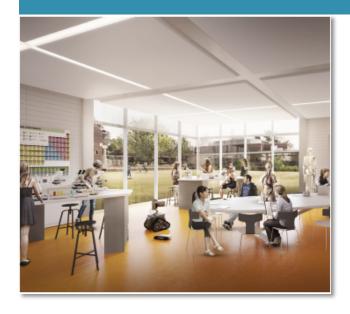






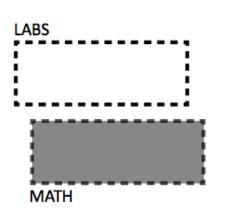
Collaboration, Communication and Flexibility in Every Classroom.

Create spaces that encourage cross-discipline communication; interaction; and facilitate productive gatherings.

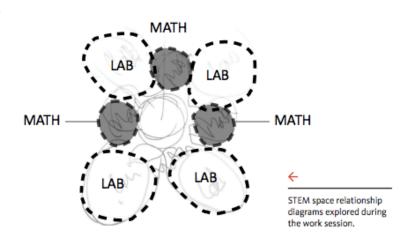




Traditional Approach



Interdisciplinary Approach



Washington Mission/Vision

Before



After







Before/After School:

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





















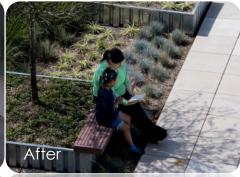












Create learning spaces in each pocket of the school, with outdoor benches and native plant gardens