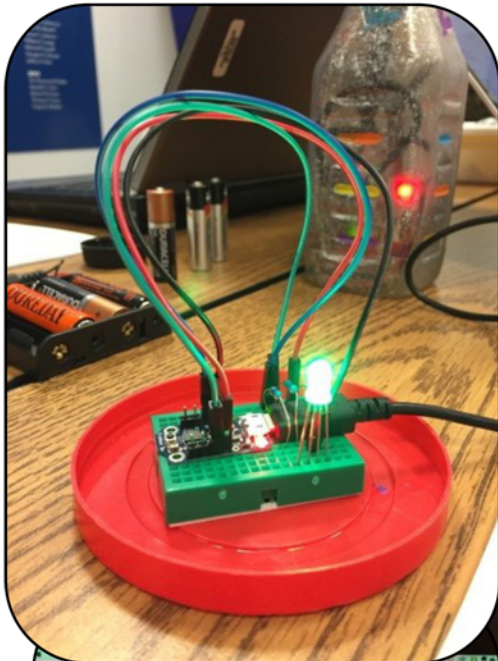


Invigorating Classroom Instruction Through STEAM

STEAM stands for “Science, Technology, Engineering, Arts and Math”. STEAM is an approach to education that offers students real-world learning experiences. Employers are seeking qualified workers with the skills necessary to compete in today’s economy. Jobs in the STEAM fields are projected to double in comparison to other industries. STEAM instruction utilizes career ready skills and prepares our students for a successful future. The goal at BCS is to incorporate the STEAM philosophy and concepts into our classrooms.

This past summer several faculty members attended The 2nd Education Collaborative of Western New York STEAM Conference. The conference included sessions that covered all aspects of STEAM with sessions led by K-12 teachers, college and university professors, and STEAM industry professionals. Some topics included Coding, Differentiating STEAM Classrooms, STEAM Career and Field Explorations, and connecting STEAM with local resources such as the Great Lakes. Those attending were provided information for instructional opportunities and in fostering contacts for networking in order to enrich STEAM at our schools.



Another recent STEAM learning experience attended by faculty was held at the Niagara Falls Aerospace Museum. Teachers were presented with information from several local school districts on how STEAM was integrated within their school. The interactive sessions provided the opportunity to interact with curricular models, technology and engineering approaches being used by schools in the WNY area.

Our STEAM initiative at BCS is continuing to grow and develop. Further information and resources about STEAM will be available on the Barker Central School website in the near future.

RGB LEDs (Recycled Electronic Artwork) is an example of a STEAM activity in which students incorporate Visual Art skills, Science and Programming.

