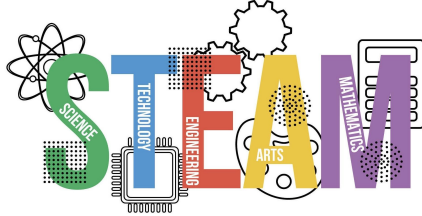


STEAM Syllabus

7th Grade

Mrs. Dunlap

kdunlap@fairview.k12.oh.us



STEAM is a combination of Science, Technology, Engineering, Art, and Math. Below is the tentative list of projects for this school year. This list is subject to change. Overall, the goal of the course is to expose you to a variety of STEAM concepts like the Engineering Design Process, Coding, Problem Solving, and Robotics.

STEAM Projects

- Bag-o-Stuff
- Bloxels Video Game Design
- Infento Electric vehicles
- Programming with Tynker (301)
- Keychain Palooza
- Ozobots
- Stop Motion Makers
- Watercraft Design Challenge
- Invent a Sport
- Rube Goldberg Dominoes Challenge
- Programming with Tynker (302)
- Design Your Own Project. (Little Bits, Vex, Makey Makey, Laser Cutter, CNC, Photoshop, or Procreate)
- Caine's Arcade

STEAM Focus Areas

Students will watch the following films related to Science, Technology, Engineering, Art, and Math. They will complete a study guide and take an assessment for each film.

Power:

- Skill Shift
- Changing Gears
- All In
- Venture Forward

Additional:

- At Your Fingertips
- A Balanced Equation



Tardy Policy:

- Tardy to School/per Quarter (if unexcused)
 - 1st tardy = 1 detention
 - 2nd tardy = 2 detentions
 - 3rd tardy = 3 detentions
 - 4th tardy = Referral to principal
- Tardy to Class/per Quarter
 - 1st tardy = Verbal warning
 - 2nd tardy = Teacher detention/parent contact
 - 3rd tardy = Teacher detention/parent contact
 - 4th tardy and above = Office referral

School Rules:

- Backpacks are to remain in lockers
- Phones are to remain in lockers
- No hats/hoods
- No food or drink in classrooms (with the exception of water)
- Hall passes
 - 3 hall passes per class per quarter

Grading Policy:

- Projects must to be submitted ON THE PLATFORM DUE DATE
- One week grace period for missed deadlines. If a project is submitted late for any reason, you must attend OFFICE HOURS or speak/email to the teacher after school, in the hallway, before school....
- In order to submit the Final Products, all required checkpoints in the project need to be completed and marked GREEN or YELLOW
 - Teachers will not grade projects with uncompleted checkpoints