

STEAM Entrepreneurship and Research Network

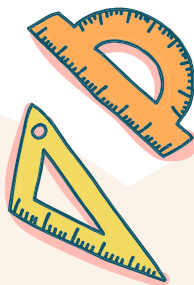
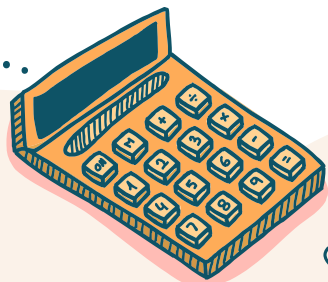


Innovative Interdisciplinary Activities

Presented by: Audrey Oh

Governor's Emergency Education Relief (GEER) Fund 2021-22

TEACHERS, YOU
ROCK!



Agenda

01

INTRODUCTION and
Background (STEAMER)

02

INNOVATIVE
INTERDISCIPLINARY
ACTIVITIES

03

HOW THE PUZZLES FIT
TOGETHER



We hope you will join Us!

01

STEAMER

SCIENCE
TECHNOLOGY
ENGINEERING
ART
MATHEMATICS
ENTREPRENEUR
RESEARCH




Flash News!

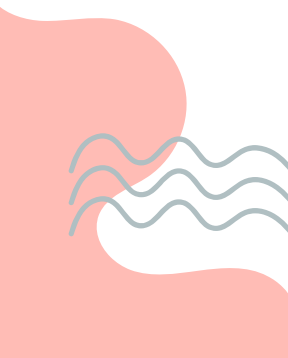
Our proposal journey

GEER Proposal submitted in partnership with the **UH STEM Pre-Academy, Waipahu** Intermediate and **Ilima** Intermediate,


- **June 2:** Submitted GEER Proposal
- **June 6:** Advanced to the Next Phase - The Pitch
- **June 15:** 15 minute Virtual Pitch to Reviewers
- **June 30:** Notified Provisional Award; of **\$150,000**; top **1%** of all applications submitted



*I was honored to have represented Washington Middle School as its alumni and as one of the Science Club founders,
... Audrey Oh*



August 4, 2021, Governor Ige issued a press release which expanded the funded projects to 31 ~ the total amount of \$8.1 million



STEAM Entrepreneurship and Research Network (*STEAMER*)

Presented for the
Governor's Emergency Education Relief (GEER) Innovation Fund Grant
15 June 2021, 2:50pm



Michael Harano

Principal

Washington Middle
School



Jason Akamine

Science Teacher

Washington Middle
School



Ken Kozuma

Career and Technical
Education Teacher

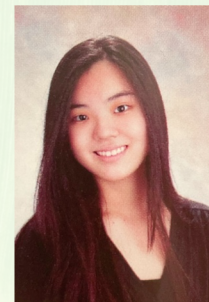
Waipahu Intermediate
School



Randall Shinn

Science Teacher

'Ilima Intermediate
School



Audrey Oh

Senior, Punahou School

Alumna, Washington
Middle School





Governor's Emergency Education Relief (GEER) Grant



Network: Washington Middle – Ilima Intermediate – Waipahu Intermediate



BACKGROUND. FUND INNOVATIVE INITIATIVES

- **Purpose:** Address impact that COVID pandemic has had on students, families and educators in Hawaii; provide quality and impactful educational services and support on-going functionality of schools
 -
 - **STEAMER project:**
 - uniquely led by both **teachers** and **students**
 - offers an environment that **empowers students** to take initiative, make decisions, iterate and refine outcomes through **interdisciplinary learning activities or lessons**
 - Centers on sustainable agriculture
 -
 - STEAMER transforms a Washington's hydroponics program into an educational playground
- 
- 

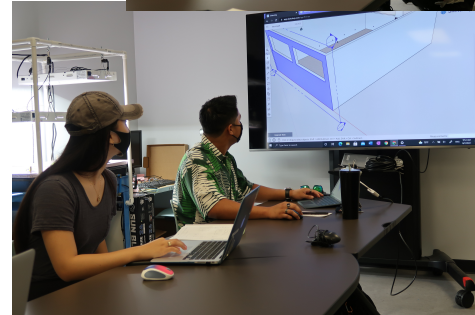
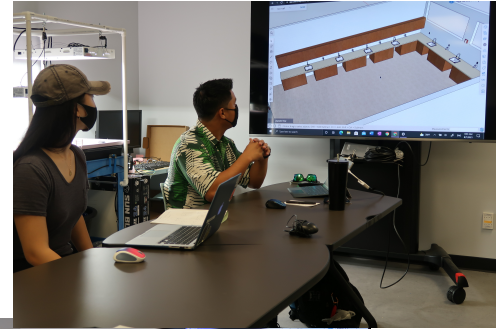


STEAMER

VISION

- STEAMER: **Upgrade the H2 facility** to create an AWESOME hydroponics – sustainable agriculture facility: research + fun facility for students, teachers and alumni
 -
 - **Integrate this facility** and mobile projects into **student education!**
 -
 - Teachers at WMS work together to establish an engaging **INTERDISCIPLINARY STYLE OF LEARNING!**
 - Involve the university, community and subject matter experts
 -
 - ~~GET~~ GOT MONEY FOR THE SCHOOL TO USE FOR EDUCATION!!!!
- 
- 

TRANSFORMING our space together to provide exciting opportunities for students and teachers



(Older version)

DETAILS REVEALED SOON



So here are the OBJECTIVES

1. What do the **students want to be when they grow up?**
2. How can we **best prepare** the students for the future?
3. What skills can they develop in middle school, utilizing the **amazing resources** we have?
4. How can we create **interdisciplinary activities** that empowers students to take initiative, make decisions, iterate and refine their outcomes?
5. Students can **work safely** and allow **teachers flexibility**
6. Access the **current situation + make it better** :)



The answers to these questions and objectives will be achieved through the GEER Grant !

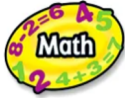




02

INNOVATIVE INTERDISCIPLINARY ACTIVITY

The STEAMER Enterprise



COMPUTER SCIENCE



**INNOVATIVE
INTERDISCIPLINARY
ACTIVITY**

EXAMPLE TECHNOLOGY Activity or Project



Okay, we would like to have the ***STEAMER development documented in different technology formats**. I am in desperate need of ***marketing materials** for our hydroponic enterprise! **Be creative!** We would like the funders and community aware of our progress and of the awesome work of our students!

I see! Okay! I will relay the message to the **student technology consultant team!**

This is exciting! I will create an **Activity Description & Plan**. The team can create a storyboard, take photos, video, conduct interviews, etc.



Teacher to student technology consultants

Okay team! Listen up! We have an important order! We have a client that needs **documentation** and **marketing media** material for their STEAMER enterprise! I have the order right here with all the details. We have a timeline of about a month to finish this!



CLIENT REQUEST— organize — plan — research — execute tasks — team review — make modifications — client review & feedback — more research — improve — present to client

EXAMPLE 2: English Language Learner Activity



Thank you for meeting me. We are in need of **recipes** for our produce and also have the need to ***explore different types of hydroponically grown produce** that might appeal to **diverse cultures**

CLIENT



That is a great request. I will relay the request to the food and market research consultants!



EXAMPLE 3: SOCIAL STUDIES Activity



Kahoot Game: Research ... Design ... Test ... Improve
...FINAL PRODUCTS!



Washington Middle School - GEER Project
The STEAMER Enterprise - draft v.1.0



Interdisciplinary Activities & Projects: Art

Vision and Goal:

Project Template

Subject	Art
Customer	Mr. Akamine and Science club – marketing team
Project/Idea Options	<ul style="list-style-type: none"> Design a customer informational produce handout (template) Create and install a artistic statement of the STEAMER project (i.e. mural, signage, etc.
Project Advisor – Teacher(s)	
Description:	
Customer Requirements:	
Resources/Materials Required	
Number of Classes/Students	

**Number of
Classes/Students**

**Schedule/for
Activity-Project
(Month-weeks)**

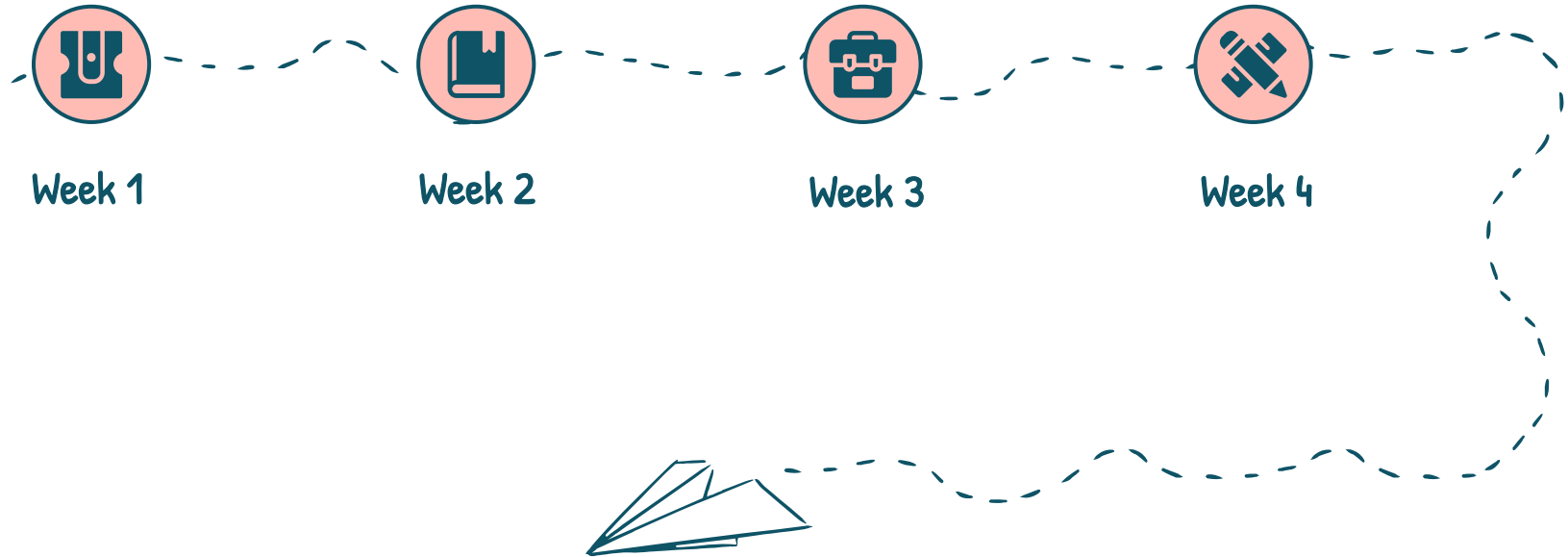
**Planning: Teacher's
work**

**Planning:
Student's work**

**Student/Team
Output and Product
(s)**



A schedule and timeline always works fine





03

PUZZLE PIECES FIT
TOGETHER

Output:

Okay team! Listen up! We plan to **feature** and use student and **student** team products in the **STEAMER** enterprise!

Teachers! We plan to **share** teacher developed activities so students from other schools can enjoy the same experiences as Washington students!

GO EAGLES! Let's Have Fun!



THANK YOU FOR LISTENING

Do you have any questions?
Did this make sense....

