Winthrop Netscope Partnership School

Saluda Trail STEAM Middle School is a member of Netscope and serves as a Partner School with Winthrop University. As a partner school, Saluda Trail engages in school-university collaboration designed to prepare future educators while providing current educators with ongoing professional development opportunities. Many of Saluda Trail's classrooms are utilized as lab class-rooms for educator candidates to observe and practice instructional practices.

Specialized Related Arts Courses

Saluda Trail offers a variety of Related Arts courses to complement our STEAM program. Students have the opportunity to enroll in courses such as Sculpture, Digital Photography, Robotics, Engineering, Piano, Theatre, Web Design, Creative Writing, Fashion Design, Band, Chorus, and Animation. Our engineering design process is incorporated within these courses extensively to assist students with developing engineering habits of mind.

STEAM Instructional Practices

Core content is delivered through a variety of STEAM instructional methods. Saluda Trail has focused on Project-Based or Problem-Based learning. Teams of teachers have developed interdisciplinary units of instruction that include two or more core areas and respective content standards. Instructional methods may also include inquiry based, challenge based, and/or direct instruction. Students are exposed to a variety of learning methods and are provided with numerous opportunities to apply the design process with core concepts.

Purpose of the Report

"This report is issued by the South Pointe School Improvement Council in accordance with South Carolina law to share information on the school's progress in meeting various goals and objectives, the work of the SIC, and other accomplishments during the school year."

What is the Role of the SIC?

SICs are focused on school improvement. SIC members participate in writing the school improvement plan by sharing their knowledge about student, family, and community needs and suggesting ideas for effective change. Under South Carolina's new Read to Succeed law, SICs also advise their school on plans to improve student reading levels.

SICs carry out many different kinds of activities that help schools meet their improvement goals. For ex-ample, SICs may decide to work together with their schools on:

- Using new and effective ways to increase parent involvement in the school and student learning.

- Bringing in volunteers, funds, goods and services, or other needed resources from the community to the school.

STMS Mission Statement

The mission of STMS, working with parents and our community, is to provide a safe environment which promotes both academic excellence and self-esteem. Our goal is for our students to achieve their maximum potential and become adaptive 21st century learners in a global environment.
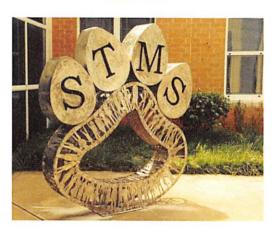
Summary of 2018-19 SIC Initiatives

- Increase visibility and understanding of the role of the SIC among teachers, parents, and community partners by visiting representatives of those groups

- Begin to establish partnership with the SIC of South Pointe High School to ensure vertical alignment of programs and enable smooth transitions for students and families

- Discuss steps and progress in meeting the goals identified in the School Improvement Plan during monthly SIC meetings

- Initiate partnerships with community businesses and leaders to assist with our Positive Behavior Intervention System (PBIS) and STEAM program

REAL LEARNING—REAL LIFE

SALUDA TRAIL STEAM MIDDLE SCHOOL

School Improvement Council

Annual Report to Parents

2018-2019

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STEAM STUDENT QUALITIES

Thinkers
Inquirers
Communicators
Innovators
Balanced
Compassionate
Knowledgeable
Trustworthy
Confident
Determined

Students learn in a nurturing environment with educators that provide engaging units of study.

WHAT IS STEAM?

STEAM is an acronym for Science, Technology, Engineering, Arts, and Math. STEAM schools provide an integrated curriculum with a focus on inquiry, questioning, and opportunities for problem solving to enable students to think like an engineer.

STEAM schools concentrate on 21st Century learning skills which are critical in current STEM careers. These include collaboration, communication, engineering habits, critical thinking, and problem solving skills.

STEAM education introduces engineering concepts in K-12 education and has the potential to increase learning and achievement in math and science, increase awareness of engineering skills, and boost students' digital literacy, according to a recent report from the National Academy of Engineering and the National Research Council.

Early identification and mentoring by parents, families, civic groups, and teachers can encourage early STEAM success for students.

STEAM related jobs are the basis for a successful, globally competitive, and innovative S.C. and U.S. economy.

Student Programs/Clubs

Robotics
Gaming Club
Cats that Care
Math Counts Academic
Challenge National History
Day Science/Engineering
Green STEM Club
Ambassadors Art Warriors
G.E.M.S.
(Girls in Engineering, Math & Science)
Photography
Rubrics Cube
Eyes In the Sky
FCA
Student Council
National Beta Club
Football,Volleyball
Softball, Basketball
Track, Wrestling
Walking Club
Running Club
Tap Dancing
CAD Club