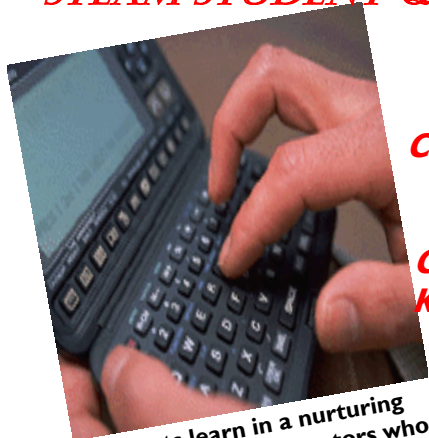


COMMUNITY PARTNERSHIPS

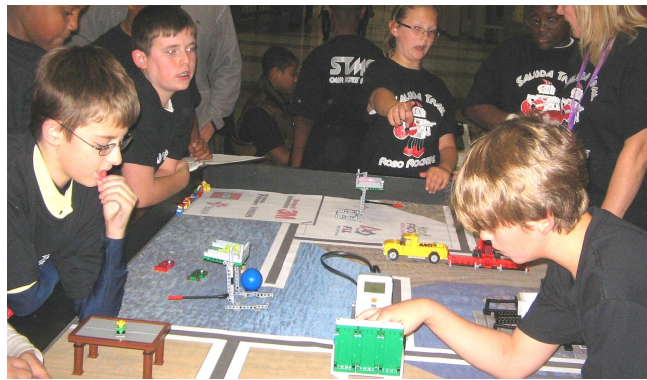
City of Rock Hill
TransformSC
STEM2 Centers
Santee Cooper (Grant for Solar Panel)
PPG Industries, Fiber Glass Products Inc.
Family Trust
Partnership for 21st Century Skills
Shiland Family Medicine
HealthSource
Local Engineers
York Arts Council
RH Schools Foundation
Microsoft
SIC - School Improvement Council
Ambassadors - Recycled Pets
Pilgrim's Inn - Super Bowl of Caring
Steelcase/Office Environments
Leukemia & Lymphoma Society
White Horse Restaurant
Cup Crazy (STEAM projects)
Westinghouse (Grant)
Bob Doster (Artist in Residence)
Winthrop Partnership Network (NETSCOPE)
State Farm

STEAM STUDENT QUALITIES



Students learn in a nurturing environment of educators who expect them to excel in academics and character.

Thinkers
Inquirers
Communicators
Innovators
Balanced
Compassionate
Knowledgeable
Trustworthy
Confident
Determined



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' technological literacy, according to a recent report from the *National Academy of Engineering and the National Research Council*.

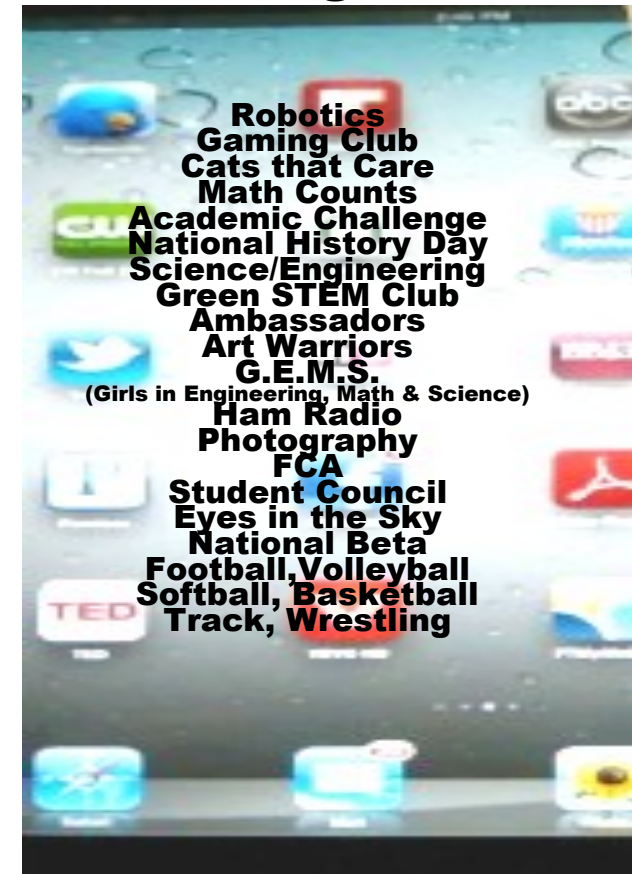
Early identification and mentoring by parents, families, civic groups, and teachers can encourage early STEAM success for students.

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

2016-17 SCHOOL IMPROVEMENT COUNCIL MEMBERS

BRENT FAULKENBERRY, CHAIR
AMANDA HASKIN
DAWN JOHNSON
MICHELLE BROWN
KATIE GOODWIN
DR. BETH COSTNER
JULIE MARSHALL
JEAN STILLMAN
BECKY FUNDERBURK
ELISSA COX

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)
Ham Radio
Photography
FCA
Student Council
Eyes in the Sky
National Beta
Football, Volleyball
Softball, Basketball
Track, Wrestling

Winthrop Netscope Partnership School

In the spring of 2017, Saluda Trail STEAM Middle School became a recognized Partner School with Winthrop University as part of the Winthrop Netscope program. As a partner school, Saluda Trail will have the opportunity to engage in school-university collaboration designed to prepare future educators while providing current educators with ongoing professional development opportunities.

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 STEAM 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 example, SICs may decide to work together with their schools on:

- Using new and effective ways to get more parents involved in their 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 2016-17 SIC Initiatives

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

SALUDA TRAIL STEAM MIDDLE SCHOOL



School Improvement Council

Annual Report to Parents

2016-2017



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