

## COMMUNITY/PARENT

STEM Development Foundation (Ed Duffy)  
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  
PAWS-Parent and Wildcat Supporters  
Pilgrim's Inn - Super Bowl of Caring  
Steelcase/Office Environments  
White Horse Restaurant  
Bob Doster  
Leukemia & Lymphoma Society  
Winthrop Partnership Network (NETSCOPE)  
State Farm  
Westinghouse (Grant)  
ReDesign  
Knowledge Works  
Koppers  
Comporium  
Verizon

## 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' 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.

## SCHOOL IMPROVEMENT COUNCIL 2017-2018

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

## 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 classrooms 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 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 2017-18 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



## School Improvement Council

## Annual Report to Parents

2017-2018



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