



Welcome to Discovery STEAM,

Welcome to another year at PRMS, I have been here since the beginning in 2017 and teaching science, Discovery and/or media since 2003. The course has changed a little over the year, but I am happy to see my classroom full of eager students ready to get building. Attached is a little information about my philosophy and general procedures in class. My big lofty vision is -

To build positively contributing change-makers of tomorrow who have the skills to tackle challenges of our global society.

It is a tall order, but you gotta dream big!

In this course we focus on developing the 4 C's (Collaboration, Communication, Creativity, Critical Thinking) through the lens of STEAM inspired projects. Along the way we will practice critical thinking while evaluating multiple approaches to problems. We will utilize computational thinking skills like pattern recognition and decomposition. And practice communication skills like providing useful, reflective feedback to others. All of this while programming, sewing, building, drawing, learning, creating.

All assignments are posted in Schoology. Students will be required to access the online resource and in many cases document and submit assignments via Schoology.

Please be patient with your child, and encourage them to communicate with me when they are struggling. I am here to help. Many of my projects are specifically designed to be open-ended. The freedom of choice can be unnerving for some.

I am excited to see what students are able to create.

Sincerely,

Bernadette De La Garza

STEAM teacher

[bernadette\\_delagarza@roundrockisd.org](mailto:bernadette_delagarza@roundrockisd.org)

[Class Website](#): lots of info here, tardy policy, grading policy, teacher wish list, contact info, how to check grades

**Tutorials:**

Tutorials - before and after school on Wednesday

Tuesday or Thursday during lunch (students will need to get a pass from Mrs. DLG)

**General Units:** General units for the class. Specific activities are subject to change based on student pacing and progress. Check Schoology for up-to-date projects. There are numerous smaller projects embedded throughout the year.

Marking Period 1:

Introduction to Design Cycle

Expectations/Team building

GSuite

Marking Period 2:

Mars Exploration

Escape Rooms

Marking Period 3:

Sewing

Energy Transformations

Marking Period 4:

Energy Transformations

Personal Projects

**VISION:**

Building positively contributing change-makers of tomorrow who have the skills to tackle the challenges of our global society.

**MISSION:**

Students know when and how to use the design cycle and are able to incorporate computational thinking skill, 4Cs to solve problems so they can complete a task within a time frame.