JUDA SCHOOL DISTRICT

4K-12 STEAM for Everyone!

Family STEAM NIGHT

Presenters:

Jackie Klar - STEAM Coordinator/Educational Professional
Put the Hard Hats On and Dig In to Serve!

Lucy
Mary
Theresa
Jackie
Klar
Planning Logistics - Jackie

- Email goes out March 26 to STEAM TEAM
- Mrs. Davis recommends April 12, 6-7pm.
- 2 Traumatic Events; discuss with Mrs. Davis and Mary again April 9
- Jackie’s call. Decides to go for it.
- Letters go home to elementary students Monday, April 9
- Promote in STEAM Classes and in Weekly Elementary Newsletter
Planning Logistics - Jackie

- Plan for 100
- Buys snacks and drinks the morning of the activity; 4:30 am (ish)
- Theresa plans her own area.
- Gives Theresa mindset papers morning of. They finalize her area.
- Kitchen is asked for, and bakes, 100 cookies at school in afternoon.
Planning Logistics

- Jackie types up and sends Family STEAM NIGHT information packet to Mrs. Davis for approval Thursday morning before school.

- Waits eagerly for feedback to print; much pantomiming at Mary through office glass

- Field trip in afternoon and IEP after school; Amanda edits packet

- Set up all other areas from 4-6pm; Amanda runs packets

- Launch 6pm
Hospitality

Tina Redington - Community

- Informative Packet
  - Location of Activities
  - History and Future Endeavors
  - Exit Survey
- Snacks
  - Juice Boxes
  - Coated Raisins
  - “Healthy Chips”
  - Cookies (more on that later)
Hospitality

Cover Page
- Logo
- #gojuda
- Welcome
- STEAM acronym
Begin your journey here at the welcome area. Please find snacks to enjoy on your journey. We do ask that snacks and drinks are not brought into rooms with carpeting.

These directions will provide you with locations and activities. You do not need to follow the activities in order. We do recommend that you do a quick “walk through” so you can see all the activity choices. We then recommend you move back with your child to their favorite activity. Feel free to check off items as you see them.

5th grade – Mrs. Stockley – Science
- Measurement Activities
- Car Ramps

Learning Commons – Mrs. Larson – Technology
- Code.org
- Coding Caterpillar
- Coding Mouse
- Ozobot
- Literature

Art Room – Miss Wyss – Arts and Agriculture
- Empowering Collages
- Discover Mindsets

STEAM Room – Mrs. Klar – Engineering
- Magni-Tiles
- Rockenbok
- Snap Circuits
- Stomp Rockets and Cup Builds

North Lab – Mrs. Klar or Ms. Redington - Mathematics
- Obits
- Spillgraph
- Mandalas puzzle
- Gravity Maze
- Laser Maze
- Gear Ball
- Morph’s Egg
- Crankkey
- Fidget

High School Hallway (preschool – Kindergarten)
- Stomp Rockets
- Cup Stacking
WE STEAM  
#gojuda

At Joda School, we have been very blessed to have fantastic teachers, administrators, community supporters, and grant writers for our Joda STEAM program. We now STEAM grades 4K-12 in the Joda School District. We are unique among schools with our program.

In addition to what you could explore tonight with the elementary program, activities are also taking place at the middle and high school levels. Sixth graders are currently doing an Odyssey of the Mind activity, seventh graders are learning rocketry and building an ALPHA model, and eighth graders are building Mindstorms. The High School has completed a series of weekly STEAM activities and videos finishing with an all school robotics competition.

Our journey continues as the STEAM Team strives to add more robotics applications in the elementary. A goal is also in place to implement more coding. An ambitious goal for the future includes community outreach - education beyond the classroom. One area we would like to develop is gardening applications. Another ambitious goal is to create take home backpacks so students may have access to many of these wonderful STEAM activities at home.

Please allow me a moment to thank many of the people who have helped grow our program: Dr. Judean Grunow, Timothy Deis, and staff, UWP. Thomas and Debbie Goudreau, Rocket Club sponsors. Ralph Johnson and all the agriculture supporters for nominating us for grants. Mary Larson, grant writer and master money manager. Mrs. Davis and the Joda Board of Education for the insightful launching of the program. The other STEAM Team Members who serve from the heart and give so much of their personal time, Nancy Samplawski, Ralph Johnson, Scott Anderson, James Pickett, Theresa Wyss, Amanda Frige, Lucy Stuckey, and Penny Ramos. Tina Reddington, community member, for serving alongside us tonight. Maggie, Ashley and Renee - for the cookies. Phil Trotter, for always having a stabler and helping hand ready. Traci Lincoln and Pam Green for all the office support. Tim Klar, for loving all my “piles of education and children’s future” in our home, and always being ready to help serve at the end of a phone call.

Families, thank you for sharing your wonderful children with us.

It is an honor to serve this community.

Jackie Klar,  
District STEAM Coordinator
Hospitality

Likert Survey

- Define STEAM
- Identify STEAM Careers
- Tackle Tough Problems
- Value of STEAM Night
- Value of Time With Child
- Willing to Volunteer

Family Night Survey

(Please return to the snack table at the end of the night. Your feedback is valuable.)

SA – Strongly Agree
A – Agree
N – Neutral
D – Disagree
SD – Strongly disagree

Students and parents please answer:
I know what STEAM stands for.  
SA  A  N  D  SD

I enjoy STEAM Activities.  
SA  A  N  D  SD

I feel confident trying new things.  
SA  A  N  D  SD

I feel like I can solve tough problems.  
SA  A  N  D  SD

I can identify a STEAM career.  
SA  A  N  D  SD

Adults only:
The time spent with my child at Family STEAM Night was valuable.  
SA  A  N  D  SD

Steam Night helps my child understand problems in “real world” way.  
SA  A  N  D  SD

I am interested in volunteering to serve at a Family STEAM NIGHT.  
SA  A  N  D  SD

I thought of a potential idea for a future Family STEAM Night activity.  
(please email it@ludikeschool.com to share your idea)
Hospitality
Lucy Stuckey - Fifth Grade Teacher

- Measurement
  - Hot Wheels Ramp Activity
  - Metric Tape
Science
Science
Science
Mary Larson, Learning Commons

- Code.org
- Coding Caterpillar
- Coding Mouse
- Ozobot
- STEAM Literature Table
Technology
Technology
Technology
Technology
Technology
Mrs. Klar - DSC - STEAM Room

- Rokenboks
- Snap Circuits
- Wacky Factory
Engineering
What We Are After
- Collaboration
- Persistence
- Flexible Thinking
- Humor
- Character
  - Wise
  - Respectful
Engineering