In a world of unlimited information, the value of an education is not just knowledge acquisition, but learning how to use that knowledge to solve problems.

Why get a STEAM certificate?

The STEAM pathway certificate at Windham High School is designed to elevate hands-on engagement in content areas of Science, Technology, Engineering, Arts, and Math. Students will need to be innovative in applying their knowledge in order to problem-solve, collaborate with peers, and turn their ideas into action.

LEARN MORE!

For more information on the STEAM pathway, please contact Karalyn Gauvin, Director of Science and Engineering, 5-12, at kgauvin@windhamsd.org.

For more information on how to enroll, please see your student’s assigned guidance counselor.
STEAM FOR ALL

- All students have the opportunity for applied classroom learning
- Gain entrepreneurial skills
- Some courses will require independent learning/motivation to succeed
- Work with industry partners for career exploration.

OBJECTIVES

The student will be able to:
- Complete a sequential program that emphasizes STEAM subject matter, technical skills and their application to real world problems/challenges.
- Extend knowledge through internships, mentorships and job-shadowing in their chosen field.
- Create a product of their own work.

OUR EDUCATIONAL PHILOSOPHY

"STEAM is about having our students become creators/producers of knowledge rather than just consumers of knowledge."

COURSE CERTIFICATE PATHWAY

9TH GRADE
Science --> Integrated Science
Technology --> Computer Science (Python or AP Principles)1
Engineering --> None
Art --> None
Math --> Algebra 1 or Geometry

10TH GRADE
Science --> Biology
Technology --> None
Engineering --> Engineering A (0.5 credit)
Art --> Art or Music elective (0.5 credit)
Math --> Geometry or Algebra II

11TH GRADE
Science --> Chemistry or Physics
Technology --> None
Engineering --> STEAM Project Based Learning (0.5 credit)2
Art --> Art or Music (0.5 credit)
Math --> Algebra II or Pre-Calculus

12TH GRADE
Science --> Chemistry or Physics or Early College class
Technology --> Capstone Class
Engineering --> None
Art --> Art or Music (0.5 credit)
Math --> Pre-Calculus or Calculus and Statistics (0.5 credit)

*Technology, Engineering and Art classes do not have to be taken in sequence.
*3.5 of Social Studies & 2 of Foreign Language are also required
*One of the Science or Math classes has to be an AP or Early College class
*Minimum GPA 3.2
1 - CTE Computer Technology can be substituted for CS Principles 2 - CTE Biotechnology can be substituted for STEAM PBL class