Integrating STEAM with Problem-Based Learning at West Jefferson Middle School

West Jeff Middle is continuing to implement STEAM (through PBL) in the 2017-2018 school year. This year, our focus is on increasing student inquiry and building student skills in the Jeffco 2020 competencies.

Why STEAM and PBL?

- Rigor and content levels will increase through application of content standards.
- Focus on the application of students' learning to local and global issues.
- Their ability to work successfully in this collaborative problem-solving environment develops skills to be competitive in the 21st century workforce.

Is this a change in curriculum?

The content covered in classes will remain aligned with district and state standards; the approach to the content will change.

Students will continue to have 4 core classes and 2 elective classes.

STEAM is an acronym for Science, Technology, Engineering, Arts, and Mathematics. Components of all these areas are integrated across classrooms and content areas in a STEAM-focused classroom.

PBL is an acronym for Problem-Based Learning, which is one way students learn in a STEAM based classroom. In PBL, students explore authentic, engaging, or complex problems. They will learn through inquiry by asking questions, finding resources, and applying information. Students focus on the Jeffco 2020 competencies: collaboration, communication, creativity, critical thinking, and civic/global engagement., self-direction and personal responsibility, and content mastery. To demonstrate their learning, students present a public product – one shared with an audience wider than a single teacher, not necessarily the general public.