

## Student Expectations

A STEAM student will explore a topic beyond what is presented in the traditional course content. Science and Mathematics will follow an accelerated cross-curricular course load where students will be challenged using inquiry-based learning. The accelerated course load will allow students the time to ask in-depth questions. Students will develop and bring the acquired knowledge to solve real world problems and practical scenarios.

### STEAM Design Phases

Exploration



Preparation



Implementation



Icons from [www.flaticon.com](http://www.flaticon.com)

## STEAM Project Outcome Options

Open-ended term projects will allow students to demonstrate understanding of class content in innovative ways:





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# STEAM

Science Technology Engineering Arts Mathematics



**Lauren Hill Academy**  
Junior Campus

## What is STEAM Education?

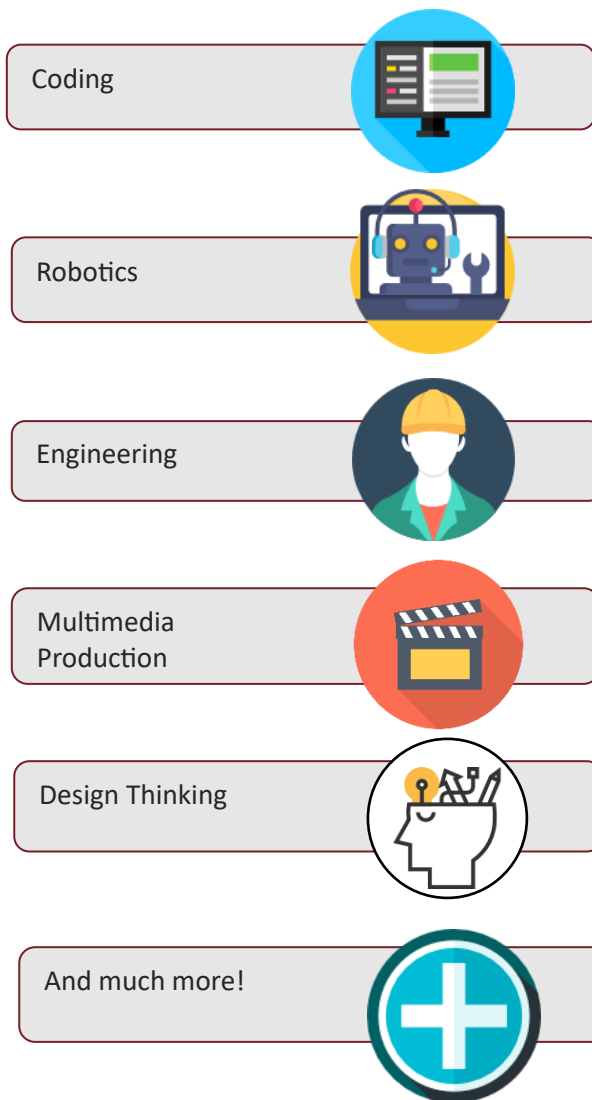
STEAM is a new educational approach that blends Science, Technology, Engineering, Arts and Mathematics to engage students in creative, multi-class projects. In this inquiry based educational approach, learning is about applying knowledge to creatively solve problems. In inquiry based learning, students demonstrate their understanding through the creation of digital and/or physical projects.

### STEAM PROGRAM

STEAM Group Courses	6	English Language Arts 1
	6	Enriched Mathematics 1
	4	Enriched Science & Technology 1
	6	Geography 1
Common Courses	6	French Second Language 1 OR French Enriched 1
	2	Physical Education 1
	2	Ethics, Religious Culture & Health Fitness 1
	4	Music OR Dance OR Drama OR Art

## Steam Enrichment Content

STEAM stream enrichment will cover various 21st century topics:



## LaurenHill Academy STEAM stream

LaurenHill Academy Junior is launching its very own STEAM program where students will:



Engage in deeper learning with enriched Science and Math classes.



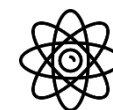
Produce creative solutions to problem-solving based term projects, guided by our educators and guest lecturers.



Have access to LHA's brand new "Makerspace" - a room filled with engineering, artistic and technological tools, ideas and resources.



Produce a skill-affirming portfolio showcasing their multidisciplinary work and academic progress.



Present and share their projects and learning in an end-of-year STEAM showcase.