Jefferson Middle School
A STEAM ACADEMY

STEAM Hour Choices

Urban Agriculture
Projects will include but not limited to the building and management of a small egg-laying poultry operation, an apiary (bees) operation, and an urban garden operation.

Cyclone Broadcast Company
The students will focus on the production of a Cyclone media program that incorporates technology, arts, communication, and marketing. The news program will be taped and played in RTI, Skills, and EEE classes one to several times a week.

Design and Manufacturing
Students will learn how to design, produce, and market a variety of products using CNC laser engaging and cutting machines.

Space Exploration
Mission Challenges, Art, and Special Projects will be used to learn about our solar system and beyond. The class participate in space-themed engineering design challenges, and create unique artistic pieces of space-themed art.
Coding

Students will focus on designing and creating code to direct ROOT Robots by connecting, communicating, collaborating, problem solving, testing, failing, and iterating to successfully perform a series of challenges.

Shark Tank

The students will focus on the design and engineering process when developing product ideas and models that solve a particular need or problem identified by the class or student. Students will work with different groups of students to compete for the winning design and model of potential new products.

Artistic Mapping

The students will focus on the art, math, geography, and science of purposeful map making in this course. The first part of the course will involve using maps to find “hidden treasures” using orienteering and geography. The second phase of the course will involve creating visually appealing maps of growing complexity.

Interior Design

Students will focus on the math, art and policy when learning and implementing the elements and principles of interior design. Students will use math and drafting skills as well as color and fashion when setting up an interior space that accomplishes the stated goal. The class will work on developing a design plan for an area with the school.

MythBusters

Students in this class will use a variety of STEAM disciplines when developing their testing criteria while access is given to lab testing equipment and supplies. After testing several different claims as directed by the teacher, students will research and develop a test for their own claims.

Arts and Murals

Students will develop artwork for the building using a customer-centered design approach. For each piece of art designed, students will interview the customer (staff member suggesting a particular idea). After the initial interview, students will design a proposal then consult with the customer again. The final process involves getting the artwork approved and then creating the piece.
Game Design
Students will learn the math, science, and coding necessary to design creative and growing complexity computer games.

Music Studio
Students will learn how to compose music electronically starting from the basic to the more complex. Students will showcase, gather feedback, and improve upon their musical creations.

Jewelry – Creation and Marketing
Students will use chemistry and historical research to recreate wearable jewelry using mediums such as metal arts, beads, paint, and chemical reactions.

Apocalyptic Survival
If the world was about to end, there was a Zombie apocalypse, you were lost in the wilderness; would you be able to survive? The purpose of this class is for students to work with others and acquire knowledge on how to survive if electricity and other resources were limited.

Science Olympiad
Annual science competition. Regional, State and National Level 23 testing or building events. Ex. Build events like Ping-Pong parachute, mousetrap vehicle; events like water quality, disease detectives, crime busters and many more.

Chemistry Creations
Students will research, design, and create a variety of chemistry-related products such as soaps, bath bombs, candy, food products, and more. Students will market their products to earn money to create more products.
STEAM Elective Preference Form

Name: _____________________________________________  
Next Year Grade: 6 7 8

Please rank your first choice with a “1”, your second choice with a “2” and so on all the way to your 8th choice.

____ Jewelry Creation  ____ Chemistry Creations
____ Urban Agriculture  ____ Cyclone Broadcast
____ Design/Manufacture  ____ Space Exploration
____ Coding  ____ Interior Design
____ Shark Tank  ____ Myth Busters
____ Artistic Mapping  ____ Arts and Murals
____ Game Design  ____ Apocalyptic Survival
____ Music Studio  ____ Science Olympiad