

# STEAM Goes Virtual

Summer 2021

Virtual STEAM Academy

## Activities



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Whether it involved exploring the science behind sports, stop animation, music or writing, middle-school students were engaged in a variety of hands-on activities. Get a glimpse of what was happening this summer as part of Virtual STEAM.

## Our Story



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It began as just an idea. But it turned into a program. School districts and students at home joined the Virtual Academy in a pilot study for a new summer program to be offered by the KSU College of Education's Curriculum and Instruction Department.

## The Future



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Summer 2021 was only the beginning for our virtual program. Learn how your school district and individual students can be a part of next summer's online adventures. You won't want to miss out!

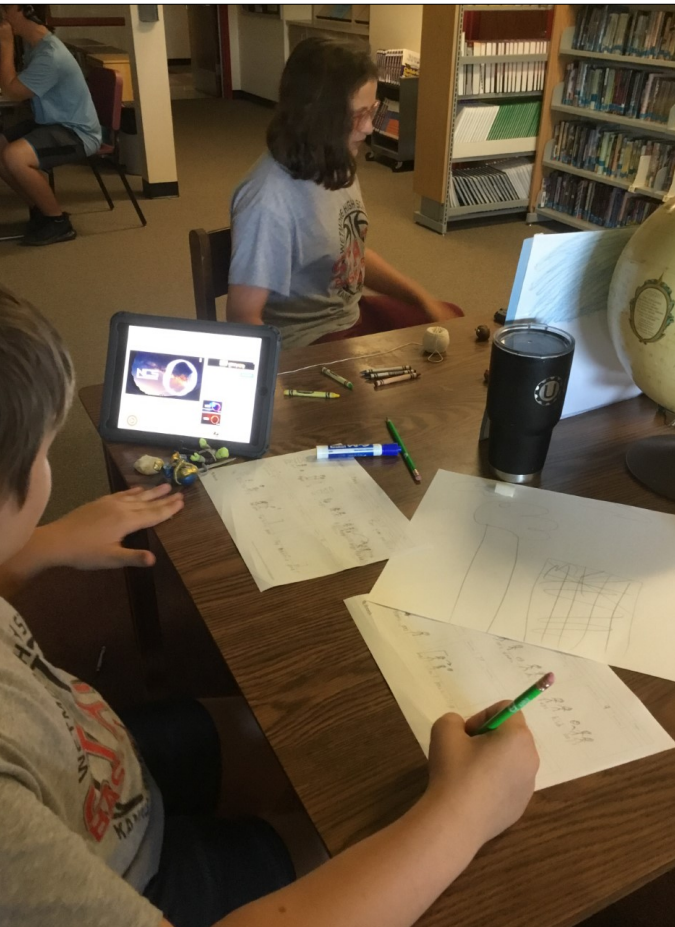
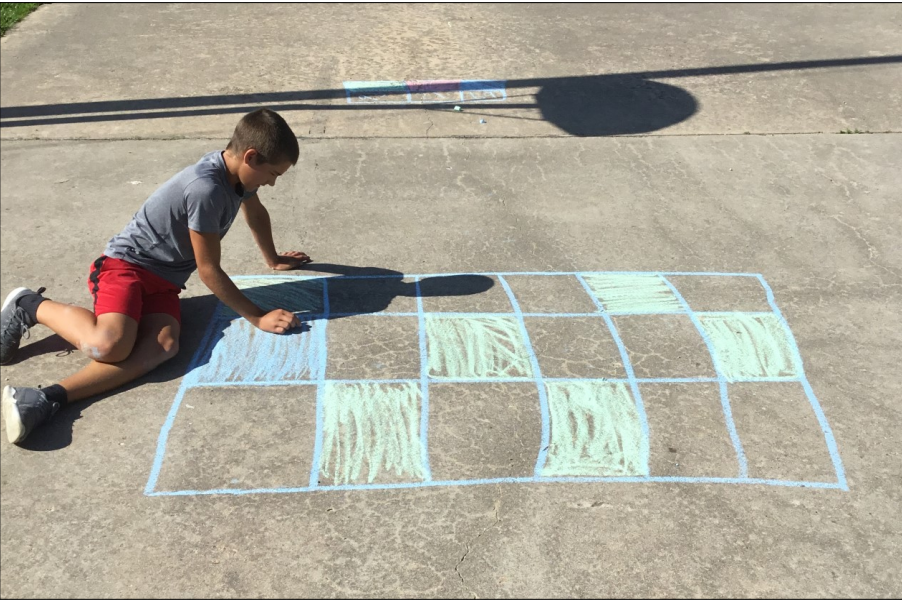
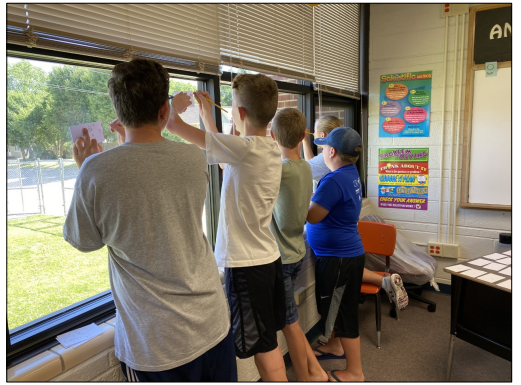


## ONLINE OPTION

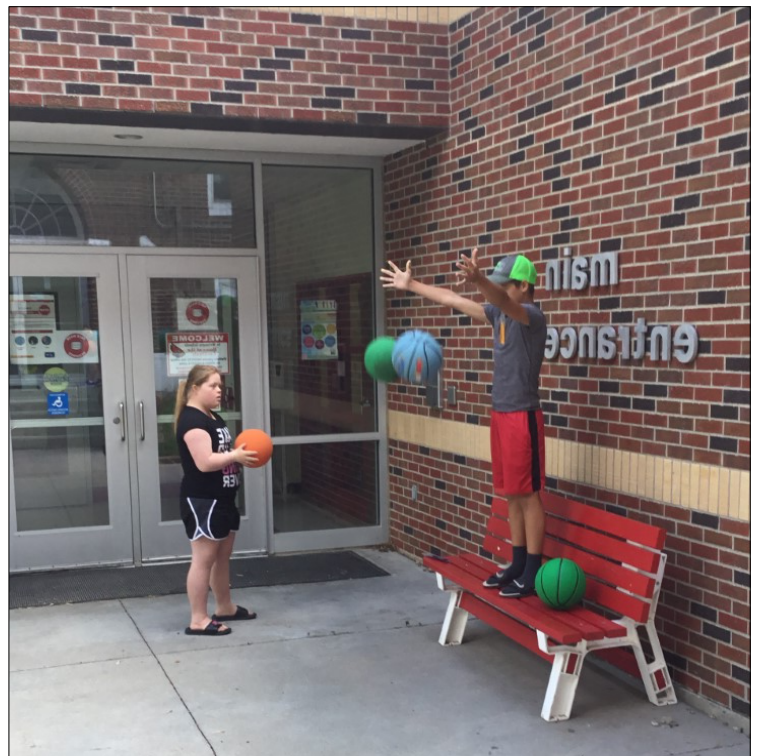
### KSU COE begins virtual STEAM program

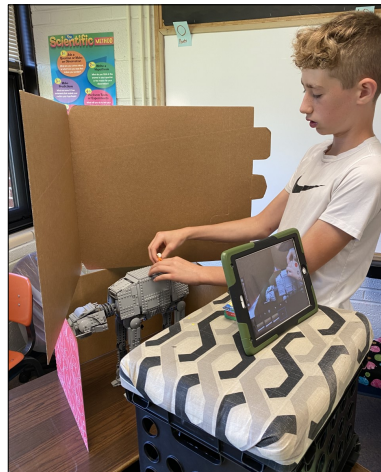
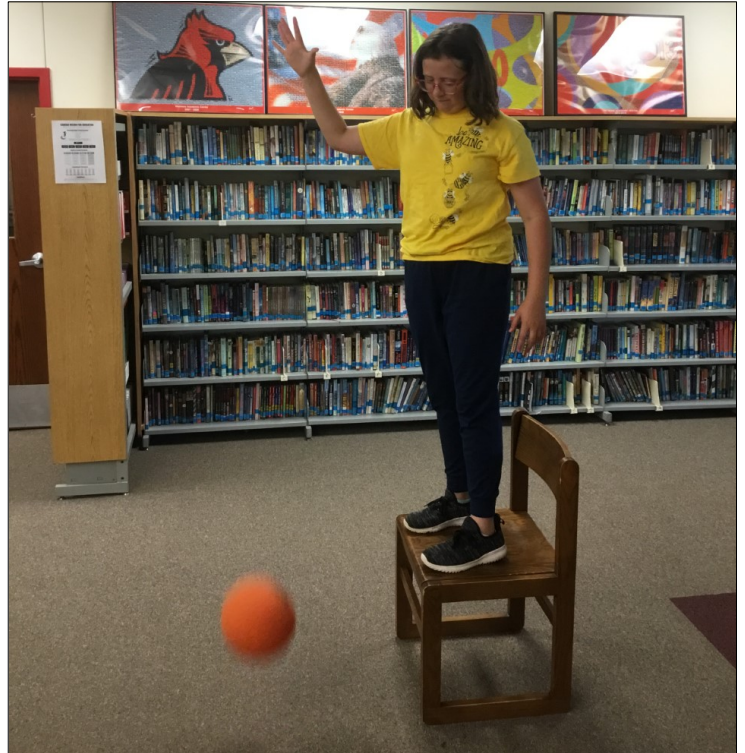
The popular KSU-USD 383 Summer STEM Institute, designed to ignite local middle schoolers' interest in science, technology, engineering and math, inspired the creation of the COE's Summer STEAM Virtual Academy. Check out the following pages to learn more about the successful first summer for the program.

# A Look At STEAM FUN



**K-State  
Summer  
STEAM  
Virtual  
Academy**



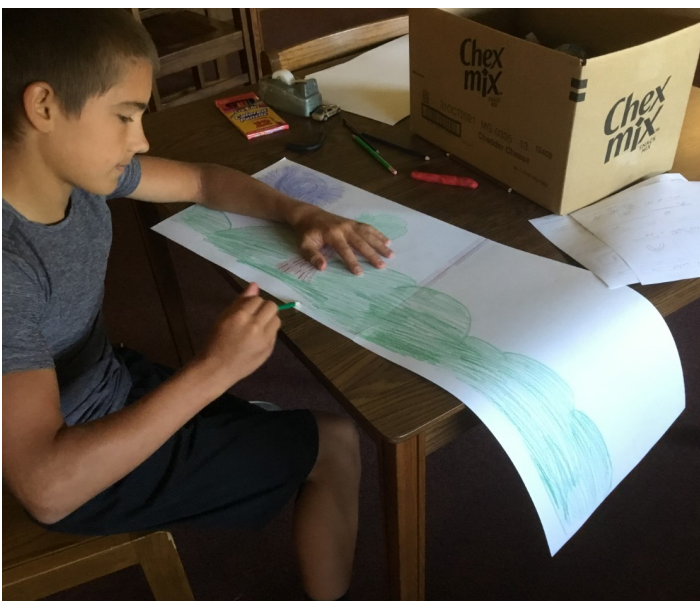


# From idea to program: Making it happen

When the local STEM Institute went remote due to COVID-19 restrictions, more than 200 students joined in the activities. With that momentum, the COE's Rural Education Center decided to keep the remote access an option, especially for rural communities that might not have access to such summer programs. And it opted for STEAM, to focus on science, technology, engineering, arts, and mathematics.

As plans got under way, it became apparent that school districts around the state were interested in offering a hybrid version of the academy—with the COE teachers providing lessons remotely and teachers on site supporting the learning for students in their classrooms.

More than 100 students—including four school



districts providing a total of 11 classrooms of students—joined in the activities.

## The classes:

**Wild, Weird and Wonderful Writing**, co-taught by Vicki Sherbert, assistant professor in the COE's Curriculum and Instruction department, and Delaney Pollart, a recent KSU COE graduate who teaches English at Goodland Junior/Senior High School.

**M.U.S.I.C. (Music Using STEM is Cool)**, taught by spring 2021 KSU graduate Meredith Casey, assistant director of bands for Washburn Rural High School, Topeka.

**Sports Science**, taught by Angie Messer, instructor for the Curriculum and Instruction department in the COE.

**Stop Motion Animation**, taught by Rachael Asbury, 7<sup>th</sup>/8<sup>th</sup> Grade Computer Science Teacher, Dwight D. Eisenhower Middle School, USD 383.

**Planet Podcast**, taught by Shelly Camba, English Language Arts Teacher, Susan B. Anthony Middle School, USD 383

Calista Speake, a remote kindergarten teacher for the 2020-2021 school year at Amanda Arnold Elementary School in Manhattan, served as principal of the virtual academy.

## Want to participate next summer?

Due to the success of the inaugural Summer STEAM Virtual Academy, we're excited to provide this option next summer—with even more engaging topics for middle schoolers. If your district is interested in participating, please contact:

Lori Goodson, coordinator

lagoodson@ksu.edu

or

virtualsteam@ksu.edu

