BOOKER T. WASHINGTON HIGH SCHOOL

VISION FOR THE FUTURE

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COMMUNITY INFORMATION MEETING

July 19, 2023

LEARN MORE
https://bit.ly/BTWHigh

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TONIGHT'S AGENDA:

Welcome

Introduction of NPS Leadership

Introduction of Study Team

Community Engagement

NPS Financial Commitment

An Added Focus :: STEAM

Benefits of STEAM Education

STEAM Pathways

The Planning Process/Timeline

Community Survey

How to Stay Connected

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Community Engagement

5.9.22   BTWHS Student Workshops

9.22.22 Open Community Meeting
      BTWHS Cafeteria

10.6.22 Open Community Meeting
      Ruffner MS Cafeteria

10.12.22 Gethsemane Religious Leaders

12.12.22 Broad Creek Civic League

1.11.23   Olde Huntersville Civic League

1.17.23   Estabrook Civic League

2.02.23 1st Steering Committee Meeting

4.05.23 NPS School Board Update

5.17.23 NPS School Board Vote for STEAM

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Help Shape the Future!

Booker T Washington
Feasibility Study

Plans are taking shape.
Your input is critical to building a vibrant and competitive school. Join us to help plan for the future of NPS and Booker T Washington High School.

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NPS Financial Commitment

The division's *current* financial commitment to BTWHS includes funding for roof replacement, HVAC replacement, window replacement, and electrical upgrades:

- Ensuring warm/safe/cool/dry facilities for all students

- Furthering the mission of buildings that are worthy of our students

An Added Focus

NORFOLK SCHOOL BOARD :: Approved Motion May 17, 2023

BOOKER T. WASHINGTON STEAM HIGH SCHOOL

The School Board of the City of Norfolk hereby designates Booker T. Washington as a STEAM (Science, Technology, Engineering, Arts, and Mathematics) high school and further directs the administration to develop comprehensive curricula and programs within that framework.

An Added Focus

NORFOLK SCHOOL BOARD :: Approved Motion May 12, 2023

BOOKER T. WASHINGTON STEAM HIGH SCHOOL

The School Board of the City of Norfolk hereby designates Booker T. Washington as a STEAM (Science, Technology, Engineering, Arts, and Mathematics) high school and further directs the administration to develop comprehensive curricula and programs within that framework.

Further, the framework includes but is not limited to the educational specifications and programming offering enhanced Performance, Visual and Multimedia Arts, A/V (Audio Visual) and Communications Technology, Cybersecurity, Entrepreneurship, and Hospitality commencing in phases beginning in 2024.

CONTINUING THE DRIVE

equity & excellence for all

STUDENT EXCELLENCE

Create authentic and culturally relevant learning experiences so that each student will be a creative, collaborative, civic-minded, critical thinker with effective communication skills.

Objective 3
Increase access and opportunities to diverse learning experiences for each student to promote growth and life readiness upon graduation.

SCIENCE | TECHNOLOGY | ENGINEERING | ARTS | MATHEMATICS

STEAM
SCIENCE | TECHNOLOGY | ENGINEERING | ARTS | MATHEMATICS

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- ✓ STEAM is an integrated approach to learning which requires an intentional connection between standards, assessments, and lesson design/implementation.

- ✓ True STEAM experiences involve two or more standards from science, technology, engineering, math and the arts to be taught and assessed in and through each other.

- ✓ Inquiry, collaboration, and an emphasis on process-based learning are at the heart of the STEAM approach.

- ✓ Utilizing and leveraging the integrity of the arts themselves is essential to an authentic STEAM initiative.
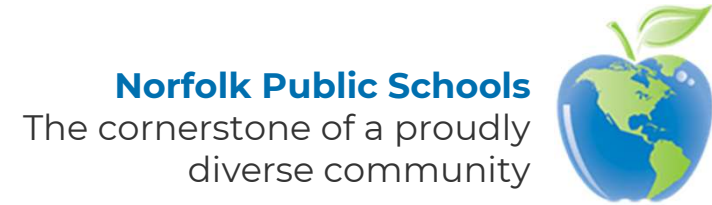
Benefits of STEAM Education

1. Our future relies on new solutions to help people and the planet.

As humanity faces increasing change, challenges, and complexity, we need people with the ability to ask the right questions and find new solutions. STEAM—with its focus on not only the "how" and "what" but also the "who" and "why"—is specifically designed to develop future innovators. It encourages students to approach real-world scientific problems with consideration for their impact on humanity.

STEAM is at its heart about innovation, and innovation is about more than developing the latest gadget. Innovation is one of the keys to solving the most pressing problems of our time and ensuring a healthy, sustainable future.

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Benefits of STEAM Education

2. STEAM education prepares students for an ever-changing workforce.

As we enter the "innovation revolution", educators must prepare students for manty jobs that don't even exist yet. Automation will gradually take over repetitive tasks - up to 30% of tasks in 60% of jobs (McKinsey & Co.), but there is no substitute for human ingenuity and creativity. Humans will need to take on jobs that require creativity, critical thinking, and the ability to solve novel problems—the core foundational skills addressed by STEAM.

Benefits of STEAM Education

3. STEAM engages students in learning.

Many students have greater aptitude and affinity for either arts and humanities or mathematics and science. STEAM education, with its integrated and holistic approach, helps students conceptualize these disciplines as parts of a greater whole. Rather than feeling alienated or tuned out of certain subjects, they can collaborate with others to solve problems and see subjects they struggle with in a different way.

STEAM also taps into one's natural curiosity and creativity. STEAM lessons focus on deep questioning and finding novel solutions rather than memorizing standard facts and figures that can easily be "Googled."

Possible Pathways Using a Phased Approach

Multimedia Arts
2D & 3D Art, Mixed Media, Production Management, Sound and Lighting Design, Stage Design, Costume Design

Hospitality
Culinary/Hospitality Entrepreneurship, Travel, Tourism, Recreation and Lodging Management, Digital and Social Media Management

Performing Arts
Theater, Theater Tech, Dance, Music

Audio/Visual and Communications Technology
Digital Visualization and Technology, Audio Production and Recording, Entertainment Design and Technology

Entrepreneurship
Entrepreneurship Incubator, Business Startup Challenges

Cybersecurity
Cybersecurity, Networking, Programming and Gaming

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STEAM — SCIENCE | TECHNOLOGY | ENGINEERING | ARTS | MATHEMATICS

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2024-2025	2025-2026	2026-2027	2027-2028
9th Grade	9th and 10th Grades	9th, 10th, and 11th Grades	9th, 10th, 11th, and 12th Grades
Core Classes	Core Classes	Core Classes	Core Classes
Intro Electives Aligned to Pathway	Addition of Level II Classes Aligned to Pathway	Addition of Level III, NTC, and DE Classes	Addition of Level IV Classes and Work Experiences
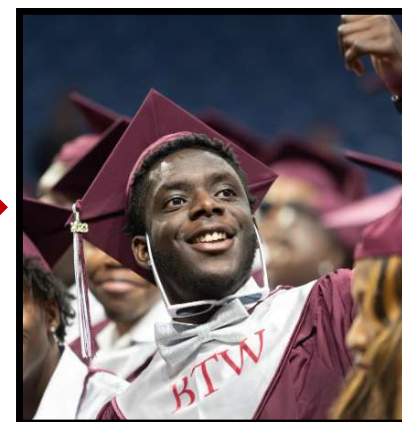
Producing graduates who are college ready with dual enrollment credits and career ready with career certifications.

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STEAM
SCIENCE | TECHNOLOGY | ENGINEERING | ARTS | MATHEMATICS

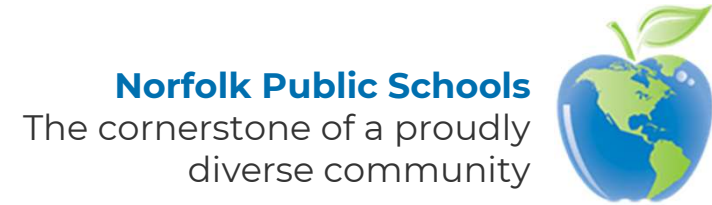| Begin the creation of STEAM programming to include the current Visual and Performing Arts Academy.	Develop a draft STEAM educational program to include strands and concepts.	Create a draft STEAM Implementation Plan and student application/selection process.	Create draft staffing needs, certifications, professional development requirements, etc.
DATA GATHERING & ANALYSIS October	**COMMUNITY ENGAGEMENT** November	**EDUCATIONAL FACILITIES PLANNING** December	**RECOMMENDATIONS & REPORTING** January
Existing BTWHS Space Utilization Analysis Exemplar STEAM School Tours Student Visioning Workshops School Staff Interviews	Community Engagement Web Site Community Engagement Meetings Special Interest Group & Focus Group Interviews Community Partner Interviews	Education Specifications Planning Labs with Stakeholders Conceptual Design Test - Fit Overlays on Existing Footprint Preliminary Implementation Budget Estimating	Present Draft Report and Recommendations to School Board Solicit Stakeholder and Community Feedback Final Report and Recommendations to School Board

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How to Stay Connected

Follow the project

Website: www.npsk12.com/educationalplanning
Twitter: @NPSchools_VA
Facebook: NorfolkPublicSchools
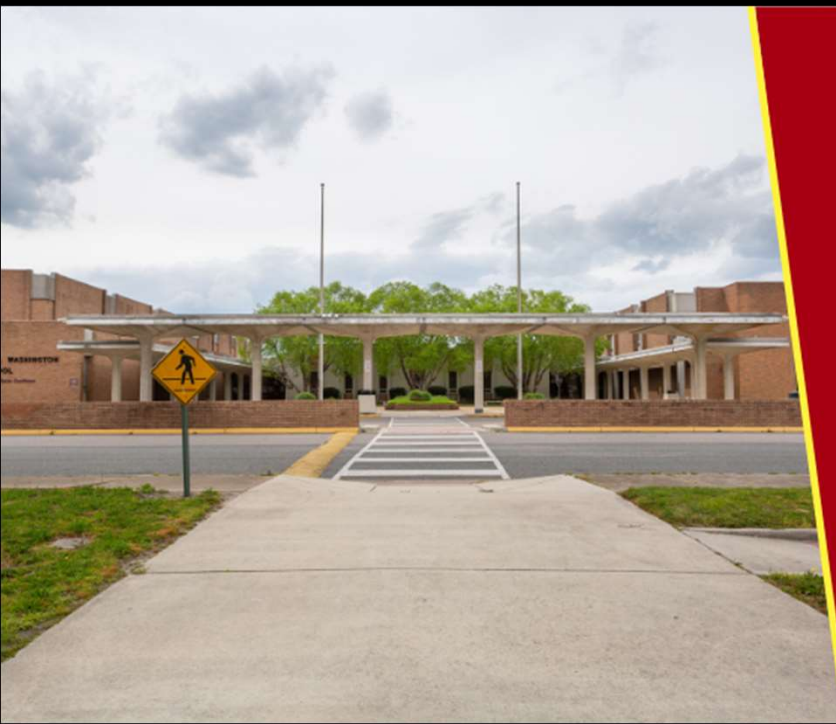Instagram: @NPSchools_VA

Communication

Email: edplanning@nps.k12.va.us

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Community Survey

www.NPSK12.com/Surveys

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