BOOKER T. WASHINGTON HIGH SCHOOL
VISION FOR THE FUTURE
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
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
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.
Objective 3

Increase access and opportunities to diverse learning experiences for each student to promote growth and life readiness upon graduation.
Norfolk Public Schools
The cornerstone of a proudly diverse community

STEAM
SCIENCE | TECHNOLOGY | ENGINEERING | ARTS | MATHEMATICS
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.
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 many 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
### Norfolk Public Schools

The cornerstone of a proudly diverse community

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<thead>
<tr>
<th>2024-2025</th>
<th>2025-2026</th>
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<th>2027-2028</th>
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<tr>
<td><strong>9th Grade</strong></td>
<td><strong>9th and 10th Grades</strong></td>
<td><strong>9th, 10th, and 11th Grades</strong></td>
<td><strong>9th, 10th, 11th, and 12th Grades</strong></td>
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<td>Core Classes</td>
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<td>Intro Electives</td>
<td>Addition of Level II Classes</td>
<td>Addition of Level III, NTC, and DE Classes</td>
<td>Addition of Level IV Classes and Work Experiences</td>
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<td>Aligned to Pathway</td>
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Producing graduates who are college ready with dual enrollment credits and career ready with career certifications.
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<tr>
<th>DATA GATHERING &amp; ANALYSIS</th>
<th>COMMUNITY ENGAGEMENT</th>
<th>EDUCATIONAL FACILITIES PLANNING</th>
<th>RECOMMENDATIONS &amp; REPORTING</th>
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<td>October</td>
<td>November</td>
<td>December</td>
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- **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.**

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<th>Existing BTWHS Space Utilization Analysis</th>
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<tr>
<td>Exemplar STEAM School Tours</td>
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<td>Student Visioning Workshops</td>
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<td>School Staff Interviews</td>
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| 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 |
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
Community Survey

www.NPSK12.com/Surveys
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