

HOPATCONG HIGH SCHOOL
STEAM ACADEMY



Hopatcong
School District

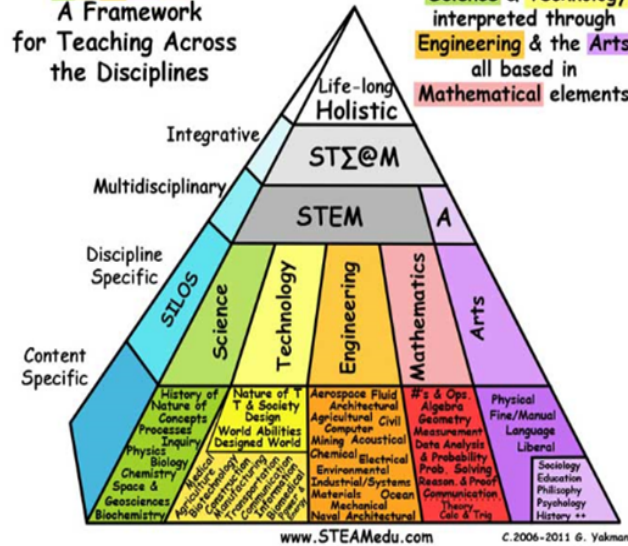
HOPATCONG HIGH
SCHOOL

STΣ@M:

A Framework
for Teaching Across
the Disciplines

STΣ@M =

Science & Technology
interpreted through
Engineering & the Arts,
all based in
Mathematical elements.



www.hopatcongschools.org

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Hopatcong High School
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ATTN: STEAM ACADEMY



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STEAM ACADEMY

Established in 2013 by Hopatcong High School to develop talent and leadership in science, technology, engineering, the arts, and mathematics, the Hopatcong High School STEAM Academy mission is to inspire, challenge, and offer invaluable opportunities to those students who will use their exceptional abilities in the 21st Century, through motivational effects of a dynamic project-based, research-based curriculum.

Admission

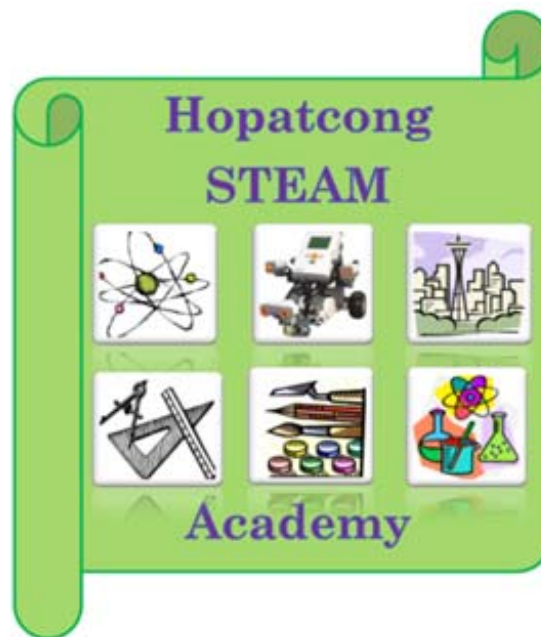
Selection will be based on performance in previous classes, teacher recommendations and a personal essay. A common Academy application is available in the Guidance Office or at www.hopatcongschools.org/hs/p/guidance/STEAM

Mission Statement

Our mission is to ignite and nurture creative, ethical scientific minds that can potentially advance the human condition. The STEAM Academy provides teaching and learning experiences outside of the typical high school curriculum that focus on imagination, inquiry, and interdisciplinary problem-solving to ultimately foster more activity-based instruction. The program also strives to establish small learning communities housed within the larger high school environment, designed to encompass a particular course of study and personalize education through a specific content focus and hand-on experiences with experts in the fields.

OBJECTIVES

- ◇ To meet students' interest in STEAM
- ◇ To offer students a variety of career opportunities and exposure to such opportunities
- ◇ To increase student awareness, acceptance, and respect for STEAM.
- ◇ To expose students to the importance of our natural environment as it relates to the process of STEAM.
- ◇ To expose students to engineering fields and to the science and engineering learning process that scientists experience through their careers
- ◇ To provide students with career exploration and employment skills to become independent life-long learners & future entrepreneurs.
- ◇ To have students demonstrate a willingness to take educational risks in exploring their interests.



4 STEAM FOCUSED CONCENTRATIONS

Natural Sciences

Biology Honors / CC
AP Biology
Organic Chemistry
Botany
Meteorology
AP Chemistry , AP Physics I and II
AP Environmental Science
Career Internship / Independent Study

Engineering

Principals of Engineering
Designing Apps
C.A.D. I, II, and III
AP Calculus /Calculus
AP Physics I, II
Probability and Statistics / AP Statistics
Career Internship / Independent Study

Health / Forensic Sciences

Biology Honors / CC
Anatomy and Physiology
Forensic Science and Forensic Psychology
Athletic Training
Organic Chemistry
Probability and Statistics
AP Biology
Career Internship / Independent Study

Arts

Video Game Design & Development
Designing Apps
Wood Sculpture I,II
Photography
TV /Video Production
AP Music Theory
Chorus
Band / Concert Band
Theater Arts
Career Internship / Independent Study