STEAM+ Innovation Technology

Board Report
January 21, 2026

Agenda

01

Goals

02

Tools and Curriculum

03

Student Experience

"Occupations in STEM (science, technology, engineering, and math) fields are projected to grow by **10.4% between 2023 and 2033**.

This growth significantly outpaces the **3.6% growth rate for non-STEM occupations**, underlining the demand for skilled professionals in these areas."

U.S. Bureau of Labor Statistics, 2024

Employer surveys project that skills such as **analytical thinking and adaptability/resilience** will remain among the **most important workforce capabilities** through the decade.

World Economic Forum, 2025

Destination 2028!

1.3.1 All students experience learning through design thinking process with an Innovation Technologist, as documented by a scope and sequence, to gain problem solving and critical thinking skills, as well as create and innovate.

1.5.2 Expand opportunities for **students to use various technologies to deepen their understanding of content knowledge and showcase their learning** to an authentic audience.

1.3.2 Create and share a **bank of design thinking units of instruction** for classroom teachers to use with students, empowering them with ready-to-use resources.

Innovation Technology Goals

Support ALL DMUSD students

All students in DMUSD learn with and from an Innovation Technologist this school year

Defined Scope and Sequence

All students experience coding and robotics and design thinking

Standards Based Units

Collaborate with classroom teachers to help redesign units of study to increase relevance

Variety of Tools

Increase students and teachers understanding and use of a variety of technologies to showcase their understanding of content

DMUSD Scorecard

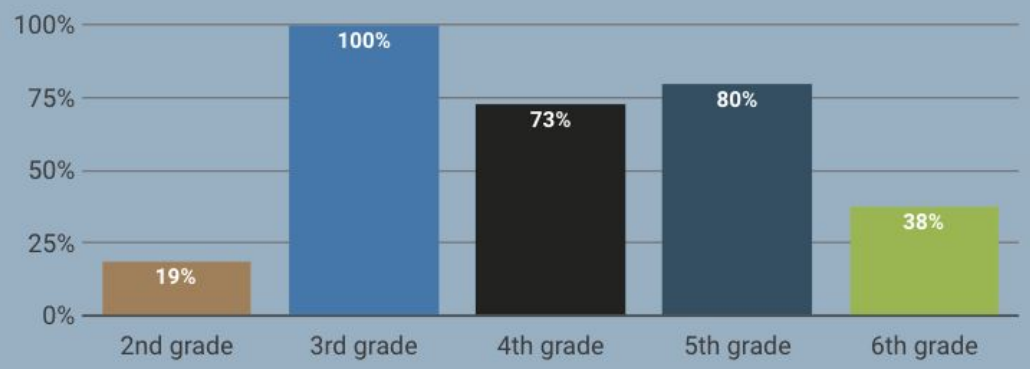
Leverage design thinking, coding, and robotics in all learning spaces to support rich and meaningful learning.

of Schools with Innovation Technologists

24-25 Status

6

% of Students Who Participate in Epic Build Projects (Grades 2-6)



2023-2024

2024-2025

2025-2026

Curriculum and Tools

Lego Spike
Lego Prime

Stop Motion

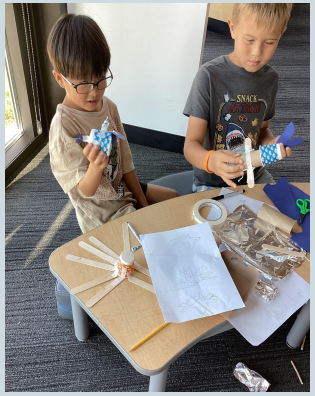
Draw and Tell

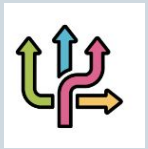
Merge Cube

Video/
Broadcasting

Deepening Understanding of Grade Level Through the Design Thinking Process

Engineering Standards
K-2-ETS1-1: Ask questions, make observations, and gather information about a situation people want to change to define a simple problem that can be solved through the development of a new or improved object or tool.



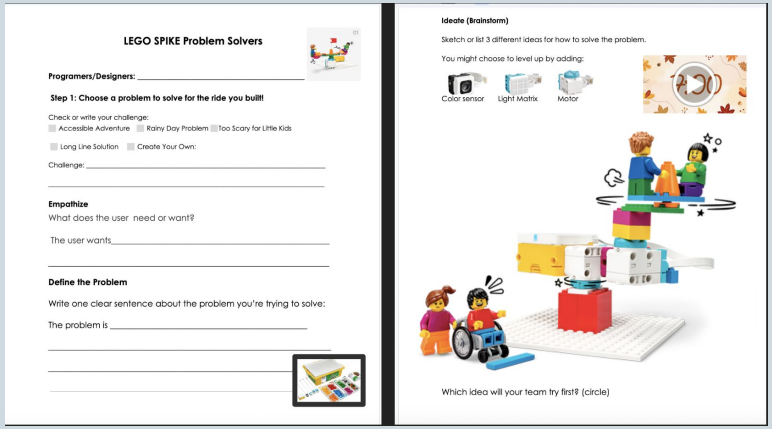


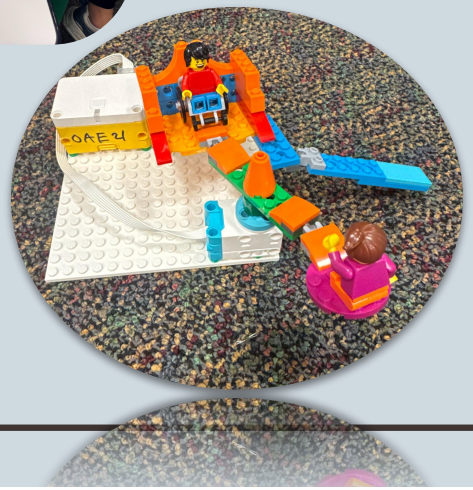
History Social Science Standards
3.4 Students understand the role of rules and laws in our daily lives and the basic structure of the U.S. government.

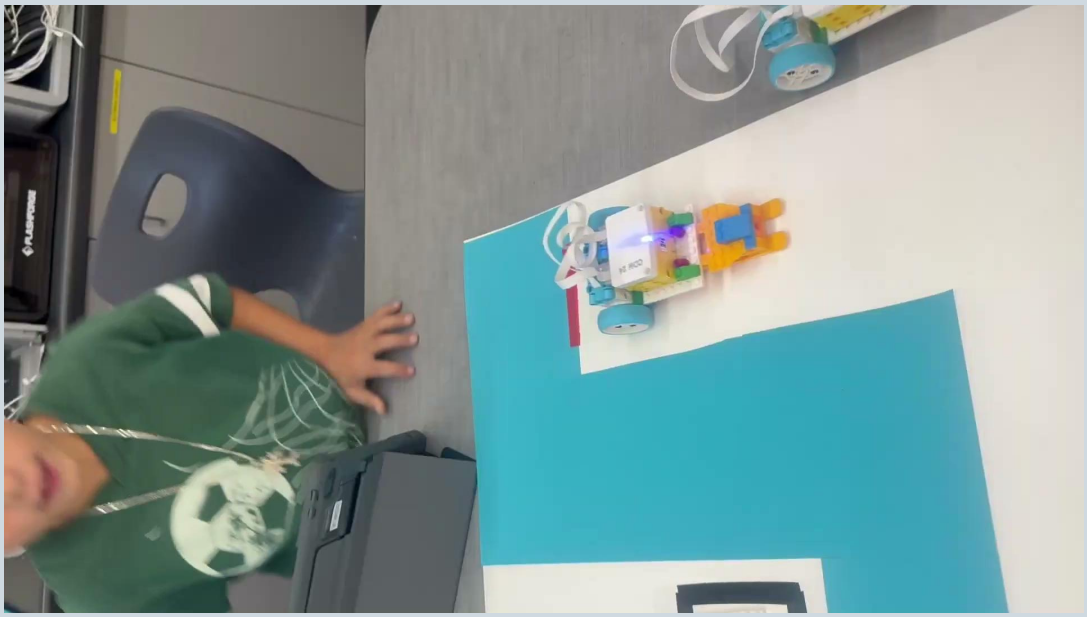
Standards

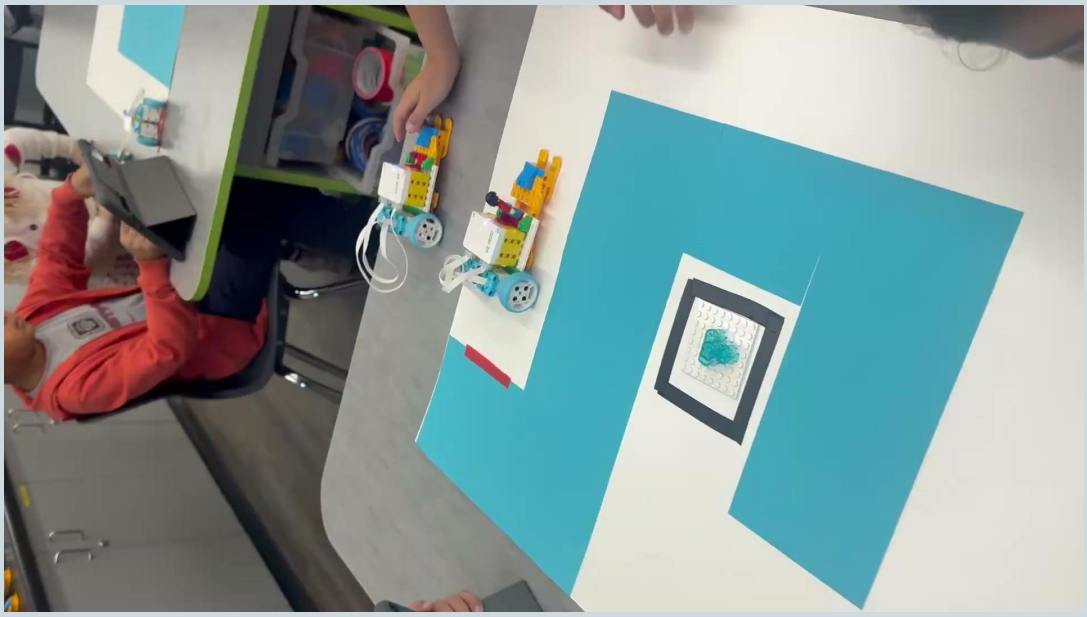
History Social Science Standards
4.2.1: Discuss the major nations of California Native Americans, including their geographic distribution, economic activities, legends, and religious beliefs; and describe how they depended on, adapted to, and modified the physical environment by cultivation of land and use of sea resources.

Design Thinking + Coding +









Party N Pizza

INNOVATION
TECHNOLOGY

Innovation Technology Team

Ashley Falls School

Del Mar Heights School

Sage Canyon School

Pacific Sky School

Carmel Del Mar School

Sycamore Ridge School

Torrey Hills School

Del Mar Hills Academy

Ocean Air School