STEAM+

Igniting the Magic in Learning

BOARD MEETING · NOVEMBER 4, 2026



Agenda

01 **STEAM+ in DMUSD**
Student experience, developing skills, building the Portrait of a Learner

02 **STEAM+ Nights**
The Magic of STEAM+, hands-on for the whole family

03 **Program growth & next steps**
Alignment, scope and sequence, and what's ahead



STEAM+ Weekly Experiences

Consistent offerings for all DMUSD students

- Innovation Technology
- PE
- Science
- Music
- Art

K-2 120 Minutes Weekly

3-6 180 Minutes Weekly

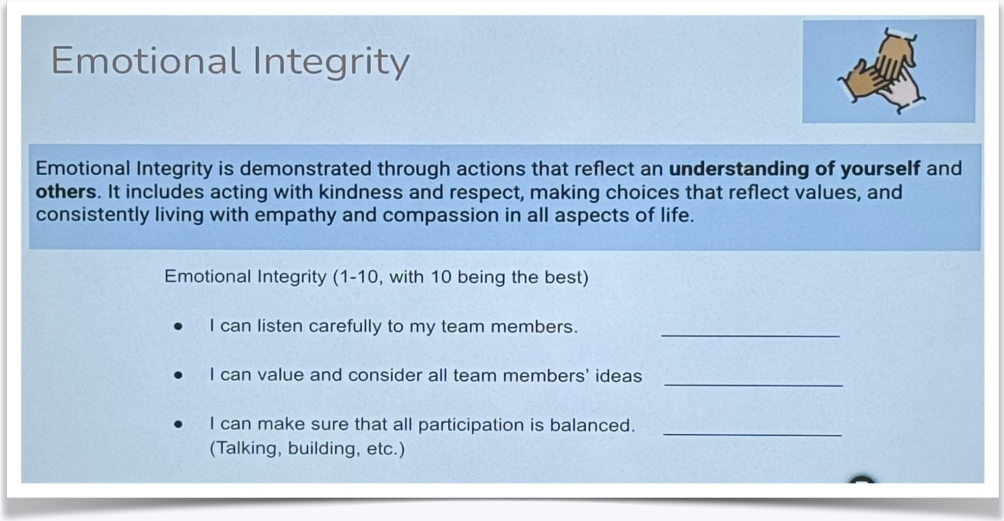
FUNDED IN PARTNERSHIP WITH

DMSEF

DEL MAR SCHOOLS EDUCATION FOUNDATION

FUNDING A COMPLETE EDUCATION

Developing our Portrait of a Learner



***Each attribute** is defined by skills and student-friendly "I can" progressions for **PK–1, 2–3 and 4–6**, updated Spring 2026.*

Adaptability
Thriving in change with flexibility and resilience

Critical Thinking
Curious questions, careful analysis, creative problem solving

Global Citizen
Embracing diversity, acting responsibly, advocating for good

Emotional Integrity
Understanding self and others; leading with empathy

Learner's Mindset
Motivation to learn and ownership of one's learning

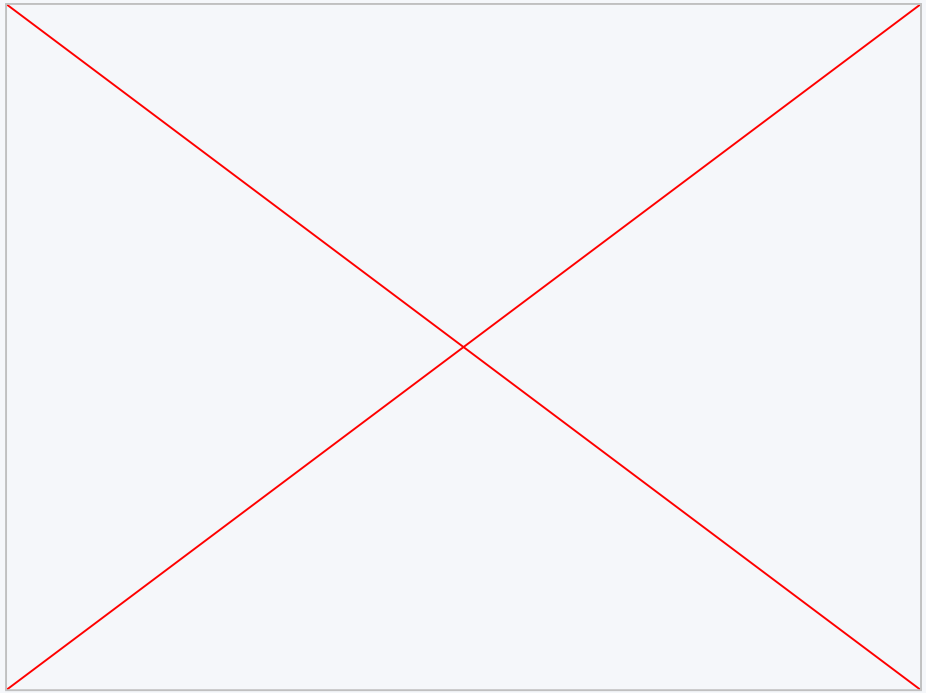
Depth of Knowledge
Integrating and applying knowledge across disciplines

Why STEAM+ matters: skills the future of work demands

FUTURE-READY SKILL	PORTRAIT ATTRIBUTE	WHERE STUDENTS BUILD IT IN STEAM+
Analytical thinking	Critical Thinking	Science investigations and debugging code
Creative thinking	Depth of Knowledge	Art, music and 3D design challenges
Resilience, flexibility & agility	Adaptability	Testing, failing and iterating on prototypes
Curiosity & lifelong learning	Learner's Mindset	Asking questions and exploring new tools
Technological literacy	Depth of Knowledge	Coding and 3D design and modeling
Empathy & active listening	Emotional Integrity	Team play in PE, ensembles, user-centered design
Leadership & social influence	Global Citizen	Design Thinking projects that improve our community

Skills: World Economic Forum, *Future of Jobs Report 2025*

STEAM+ Night: The Magic of STEAM+



STEAM+ Night by the Numbers

9 schools
5 disciplines
15+ activities
3,300+ students

1 Amazing Experience

Science: Magnetic Maze

Hands-on activities for the whole family in every discipline, each aligned to a Portrait of a Learner attributes

SCIENCE

Magic Magnet Maze

Students design, prototype and test a magnetic maze and explore magnetic forces.

Adaptability **Critical Thinking**

"I can embrace challenges as opportunities to grow and improve."

"I can remain engaged and persevere even when things are difficult."

"I can carry out a solution to a problem, reflect on the outcome, and suggest improvements for the future.



Art: Miniature Masterpiece Glow Gallery

Hands-on activities for the whole family in every discipline, each aligned to a Portrait of a Learner attributes

ART

Glow Gallery

Design a mini masterpiece (painting or sculpture) to put on display in the Glow Museum.

Learner's Mindset

"I can persevere through challenges and see mistakes as an opportunity to learn."

"I can ask questions to discover new things."



Music: Create and Conduct Music & Movement

Hands-on activities for the whole family in every discipline, each aligned to a Portrait of a Learner attributes

MUSIC

Create & Conduct

Create and conduct music and movement. Design a baton and conduct an orchestra, engage in movement and rhythm routines.

Learner's Mindset **Emotional Integrity**

"I can take turns listening and speaking."

"I can identify and think about how my choices impact others."

"I can give my best effort when collaborating with others."



PE: Collaborative Games

Hands-on activities for the whole family in every discipline, each aligned to a Portrait of a Learner attributes

PHYSICAL EDUCATION

Collaborative Games

Engage in collaborative activities focused on teamwork, coordination and developing movement skills.

Global Citizen **Adaptability**

"I can take on different roles in a group and adjust to my team's needs."

"I can respect others who have different opinions."

"I can respond respectfully and productively to feedback from others."



Innovation Tech: Peter O’Meter Stop Motion & AR

Hands-on activities for the whole family in every discipline, each aligned to a Portrait of a Learner attributes

INNOVATION TECHNOLOGY

Peter O’Meter

Explore stop-motion animation, augmented reality and zones of regulation through the story of Peter O’Meter.

Emotional Integrity

“I can name how I feel.”

“I can recognize and respect the emotions and perspectives of others.”



Growth & Next Steps

Alignment & Integration

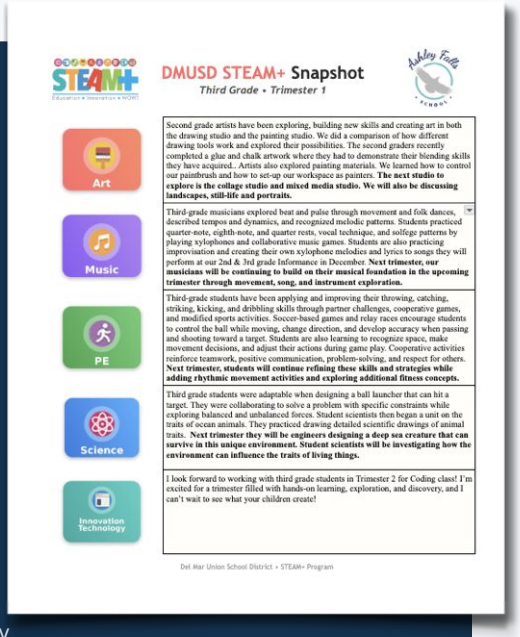
Integration of classroom instruction with STEAM+ disciplines to maximize interdisciplinary, project-based learning experiences.

Scope & sequence

Refinement and vertical articulation of learning sequences for each STEAM+ discipline in alignment with the Portrait of a Learner.

COMING SOON - **Scope and Sequence for Computer Science and 3D Design & Modeling.**

MILESTONE
2026-2027



✓ **Conference Handout**
K-6 Trimester in Review



Powered in partnership with

DMSEF

DEL MAR SCHOOLS EDUCATION FOUNDATION