

**FLP VIII Part II: Grow w/STEAM**  
Educ 2000, 1 Professional Development Credit

- FEES** NDSU credit recording fee \$50.00  
Registration Fee to NDFB \$ 50.00 (Scholarships available)
- INSTRUCTOR:** Virginia Deitz, Phone: 701-799-1825, email: [deitzv@gmail.com](mailto:deitzv@gmail.com)
- GUEST LECTURER:** Jill D. Vigesaa, Phone 701-799-5488, email: [jill.vigesaa@gmail.com](mailto:jill.vigesaa@gmail.com)
- TEXTBOOKS:** FLP STEM Lessons, [www.agclassroom.org](http://www.agclassroom.org) Curriculum Matrix, [www.foodlandpeople.org](http://www.foodlandpeople.org) , [www.ndaginclassroom.org](http://www.ndaginclassroom.org)
- DESCRIPTION:** This course will allow teachers to apply National Ag Matrix STEAM lessons, Food, Land, and People (FLP) STEAM lessons and other related lessons, as introduced by the instructors, in their curriculum during the school year. This course will provide the opportunity to identify and use project or problem-based learning, that will result in effective products or processes addressing real world problems with the application of STEAM. Participants will also explore opportunities for art to naturally fit into the STEM arena as an applied subject. The course will provide an overview of strategies, materials, curriculum development, and research related to assisting the Pre-K- 12<sup>th</sup> grade educators to better understand the interdependence of agriculture, the environment, and human needs through lessons in multiple curriculum areas: language arts, science, health, art, consumer education, mathematics, social studies, geography, and more. The information will be given as an online correspondence course.
- NATIONAL BOARD FOR PROFESSIONAL TEACHING STANDARDS:** The National Board for Professional Teaching Standards seeks to identify and recognize teachers who effectively enhance student learning and demonstrate a high level of knowledge, skills, abilities and commitments. This course aligns with all 5 of those standards.
1. *Teachers are committed to students and their learning.*
  2. *Teachers know the subjects they teach and how to teach those subjects to students.*
  3. *Teachers are responsible for managing and monitoring student learning.*
  4. *Teachers think systematically about their practice and learn from experience.*
  5. *Teachers are members of learning communities.*
- OBJECTIVES:**
1. Understand how agricultural concepts can be integrated into the curriculum by applying STEAM activities with real world applications. To heighten the awareness level of how agriculture impacts our raw resources, processing, and our relationship with food, land, and people.
  2. Use STEAM focus lessons available in FLP and the AITC Curriculum Matrix, guide group activities (large, small, and cooperative), provide for individual differences and learning styles, and evaluate students' learning.

3. Develop understanding, thinking skills, creativity, and improve communication skills in the learning environment with students.
4. Use FLP lessons and the AITC Curriculum Matrix to see how they integrate curriculum and reference the lesson alignment to the National Core Standards. Develop an understanding of the relationship and ties to the ND State Standards.
5. Provide the opportunity to identify and use project or problem-based learning that will result in effective products or processes addressing real world problems.
6. To use instructional media FLP CD's and other related materials.

- REQUIREMENTS:**
1. Participate in a 2 hour, introductory and interactive video training with facilitator and colleagues. **(2 hours)**
  2. Complete FLP Curriculum Connections review worksheet. **(2 hours)**
  3. Complete Curriculum Planning & Evaluation Worksheet for three STEAM lessons, to be utilized in classroom. **(4 hours)**
  4. Choose and present three lessons to students, from selections presented by the instructors. Lessons shall incorporate community connections, suggested videos, current literacy connections, power points, etc. to enhance delivery and strengthen STEAM and Project/Problem Based Learning aspects. **(4-5 hours)**
  5. Submit samples of student work to instructor for assessment/feedback of lesson delivery. Post student work and participate in online media discussion with facilitators and colleagues demonstrating effective strategies for integrating the STEAM lessons into existing classroom curriculum. **(2 hours)**
  6. Complete final reflective report section of Curriculum Planning Worksheet and provide review of one lesson during final 2 hours of interactive video with facilitator and colleagues. **(3-4 hours)**

**EVALUATION:** The students will be evaluated on the completion of the requirements with point values stated. The attached course rubric will be utilized for individual student assessment and letter grading. Completion **December 11<sup>th</sup>, 2019**

**STUDENTS WITH DISABILITIES:** Any students with disabilities or other special needs, who need special accommodations in this course are invited to share these concerns or requests with the instructor as soon as possible.

**ACADEMIC HONESTY STATEMENT:** All work in this course must be completed in a manner consistent with NDSU University Senate Policy, Section 335: Code of Academic Responsibility and Conduct  
[https://www.ndsu.edu/education/teacher\\_education/academic\\_integrity\\_statement/](https://www.ndsu.edu/education/teacher_education/academic_integrity_statement/)