

# ACADEMIC SUCCESS

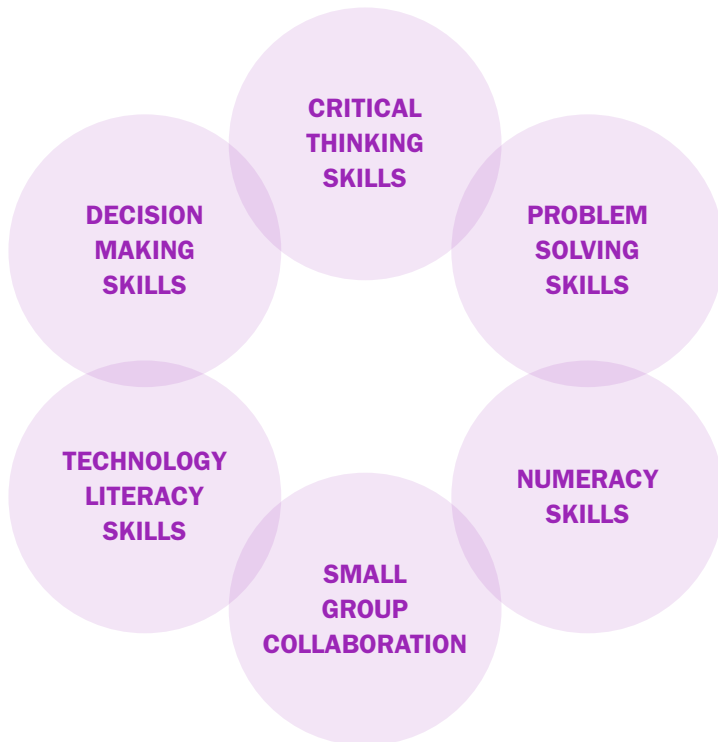
# STEAM

EMPOWERING YOUNG PEOPLE TO DEVELOP THE SKILLS NEEDED TO SUCCEED IN POSTSECONDARY AND STEAM CAREERS



BGCTC's STEAM (Science, Technology, Engineering, Arts, and Mathematics) program combines innovation and creativity with STEAM enrichment activities to engage youth and increase their interest, confidence, and performance in these disciplines.

**Hands-on STEAM activities increase transferable skills, including:**



## PROGRAM MODEL

GRADES K-12	100+ STEAM education and enrichment curriculum units, Environmental education, Creative Arts & Performing Arts
GRADES K-8	Numeracy education and enrichment centered on Minnesota Academic Standards in Mathematics
GRADES 4-12	Facilitated and self-led experiences to help youth learn digital skills for school and workforce
GRADES 7-12	Career exploration, mentoring, and Career Day experiences with local STEAM industry professionals provide teens opportunities to learn about immediate and long-term employment tracks
GR. 8-12	Financial literacy education



## NORTH STAR GOAL

*All Members on track for a successful future beyond high school graduation*

BGCTC'S INNOVATIVE STRATEGIES DRIVING

# STEAM EDUCATION & ENRICHMENT



## GRADES K-12: Hands-On Exploration

Hands-on STEAM activities and exploration spark interest and keep kids engaged, covering topics such as the science and math of sound, meteorology and climate, anatomy, biology and nutrition, architecture, simple machines, and robotics; a STEM Mentoring program that brings together youth and mentors for fun, hands-on STEM activities with a particular focus on conservation; visual and performing arts to enhance appreciation for the arts including crafts, visual, performing and literary arts projects, and showcasing members' abilities at art exhibits, talent shows, and performances at community events.



## GRADES 6-12: Career-Connected Learning

Youth utilize a career-connected learning tool that integrates skills and interest assessments, a labor market navigator, and applied math curriculum empowering Club teens to make informed decisions on career paths they wish to explore while developing the skills needed to succeed.



## GRADES 6-12: Virtual Reality Career Simulation

Virtual Reality hands-on simulation training in the skills they need for careers in healthcare, aviation, engineering, construction, and more.



## ALL GRADES: Lab Spaces

Additionally, through the generosity of our corporate and foundation supporters, we are improving STEM lab spaces at the Clubs to provide youth leading edge tools and resources for informal stem learning and exploration.

