



STEAM Teaching and Learning Center Overview

Join us in our quest to establish the first-of-its-kind Interactive STEAM Development Center at Dos Pueblos High School.

The STEAM Teaching and Learning Center will include:

<p>Working Lab School</p>	<p>Teachers and students will be involved in the educational research and innovation that take place daily in real time during school hours.</p>
<p>Educational Professional Development</p>	<p>Teachers will focus on sharing best practices and strategies through teacher training and professional development. Teachers on sabbatical from other districts will be embedded in the Working Lab School so they can learn from first-hand experiences. Programmatic replication beyond Santa Barbara will expand the impact and spread the vision.</p>
<p>STEAM Community Enrichment</p>	<p>The entire collection of facilities (including the DPEA classrooms and machine shops, as well as the new Media Arts facility) will be utilized as a venue for hosting after-school enrichment programs, weekend workshops, summer camps, and other educational activities that will support our community. Educational field trips for elementary school classes will occur multiple times per week during school hours, and interactive museum functionality will be offered on weekends and during the summertime including special events, exhibitions, conferences, workshops, and classes.</p>
<p>Destination-Worthy Interactive Exhibition Space</p>	<p>This will serve as the centerpiece of the other three components. All surrounding facilities will be leveraged to become exhibition spaces anchored by this main interactive showcase area, which will draw the public in and become an educational hub for our community. Visitors will have a unique experience. The authentic relationships that staff and students cultivate with community members will be at the heart this dynamic and collaborative exchange.</p>

In our vision, the STEAM Teaching and Learning Center will:

- have a culture that is welcoming, inviting, engaging to visitors of all ages.
- be an immersive educational exhibition experience.
- encourage everything to be considered, examined, and discussed by visitors.
- demonstrate that this continuous feedback loop between the organization and the visitors creates the optimal conditions for transformative innovation in education.