

PROGRAM HISTORY & DESCRIPTION

STEAM is an enriched, cross-curricular and cross-panel program consisting of Science, Technology, Engineering, Arts, and Mathematics education with a focus on project- based learning using a variety of computer-based technologies.

The program has taken on several different names since its inception in 1992;

- Began as ST-21 program in 1992;
- In 2005, ST-21 was transformed into the ST Wireless program with the inclusion of student laptops as the main learning tool;
- In 2009, further enhancements included the movement to Apple MacBooks for each student;
- **In 2015, ST Wireless became STEAM, and was recognized by Apple as an Apple Distinguished Program for its continued leadership and educational excellence;**
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ADMISSION CRITERIA

Admission into the STEAM program is based on three parts. All three parts of the application must be completed no later than **March 15, 2024**.

Students that wish to apply to the STEAM program should select STEAM courses when doing course selections in Xello.

- ! **Part 1** - Online STEAM Questionnaire.
- ! **Part 2** - Create a short 1 to 2 minute video profiling you as a person and a learner.
- ! **Part 3** - Provide a copy of your February report card illustrating an overall average of 70% or higher.

To start the application process, using an Internet connected device please navigate to the