

Mulberry Middle School – BIG Ideas!

Place-Based Education:

(PBE) Place-Based Education immerses students in local heritage, cultures, landscapes, opportunities and experiences, using these as a foundation for the study of language arts, mathematics, social studies, science and other subjects across the curriculum.

Service Learning / Community Engagement / Stewards of Our Community:

Service-Learning is an educational approach that provides a pragmatic, progressive learning experience, which balances formal instruction with the opportunity to serve the community. Service-Learning connects the traditional classroom experience with real life lessons that come through commitment to others. Relationships are key and sustainability is the outcome.

Design Thinking:

Design Thinking is a methodology where students solve complex problems. In a process that is driven by empathy, students identify a need and create desired outcomes that benefit the user. Design Thinking draws upon logic, imagination, intuition, and systematic reasoning, to explore possibilities of what could be. A design mindset is not problem-focused; it's solution focused, and action oriented. It involves both analysis and imagination.

Challenge Based Learning:

(CBL) Challenge Based Learning is an engaging multidisciplinary approach to teaching and learning that encourages students to leverage technology they use in their daily lives to solve real-world problems. Students form their own questions and drive the process through efforts in their homes, schools and communities.

Project Based Learning:

(PBL) Project-based learning is a dynamic approach to teaching in which students work collaboratively. With this type of active and engaged learning, students are inspired to obtain a deeper knowledge of the subjects they're studying.

STEM + Art = STEAM

"STEAM represents a paradigm shift from traditional education philosophy, based on standardized test scores, to a modern ideal which focuses on valuing the learning process as much as the results. In essence, we dare students to be wrong, to try multiple ideas, listen to alternate opinions and create a knowledge base that is applicable to real life as opposed to simply an exam."

Deron Cameron – Former UPES Principal – US's 1st STEAM Certified School
STEAM is a thematic integration of all subject matter.

Positive Discipline:

Using solution focused discipline to build a powerful learning community that models mutual respect and supports academic excellence.

Language Arts:

Writer's and Reader's workshop approach to writing and literature	Formal & informal oral presentations with the use of multimedia	Genres will include works of fiction, non-fiction, articles, and blog
Expository, Personal Narrative, Argument, and Persuasive Writing	Literature Circles, Poetry Emphasis	Story-writing and Publishing

Mathematics:

MARS Tasks, Problem of the Month	STEAM	Data Analysis
Marilyn Burns Units, Envision	Equations and inequalities with variables	Emphasis on 3D Geometry
Real life fundraisers	Reason abstractly and quantitatively	Statistics, expressions, probability

Personal and Social Development:

Class Meetings	Student Council, Leadership	Positive Discipline Model
Understanding learning styles	Student led portfolio presentation	Self-assessment, Goal Setting

Science:

Weather and Climate	Geology, Earth History	Evolution
Astronomy	Engineering, Physics, Chemistry	Cells and Organisms

Technology:

Digital Microscopes	iPads, iPods, Chromebooks	Keyboarding, Word Processing
Research Fluency, Google Docs	Collaboration Tools	Digital Citizenship

Social Studies:

Latin America, Africa, Asia with a focus change, culture, conflict	Basic values in US society, freedoms, rights, work ethic, equity	US relationship with developing world
Functions of major global systems	Interdependence and Development	Focus on political systems

Performing Arts/Music/Electives:

Instrument Instruction	Woodworking	Foreign Language Study
Three-month Drama Elective	Textiles	Cooking and Gardening

Visual Arts:

Develop creative strategies and skills	Study habits of mind through artistic exploration	Expand historical knowledge
Use wide variety of traditional and new media	Understand meaning and purpose of visual art in society	Become literate in vocabulary and symbols of the arts

Physical Education:

Create an enthusiasm for physical activities	Gain an awareness of general sports concepts	Develop habits of good sportsmanship
Respect rules and procedures	Strive for personal best	Focus on teamwork

Field Trips:

Expand the classroom into the community Overnight trips that are connected to the curriculum will be a part of this program	Encourage students to take advantage of community resources - libraries, museums, government, businesses, knowledgeable individuals - to advance their education	Through service learning, students contribute while developing an appreciation for human dignity and diversity, a respect for rights, and a sense of stewardship and social justice.
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