

MS STEAM

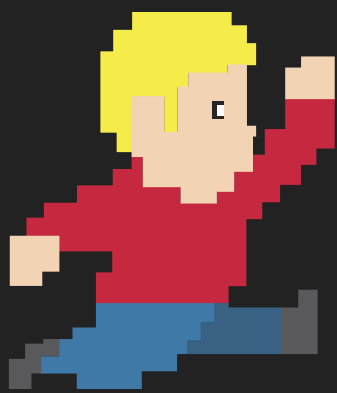
2ND HOUR: 9:04 - 10:04AM

CLASSROOM CODE: ADWYS25

MEET LINK

[HTTPS://MEET.GOOGLE.COM/LOOKUP/AZUWDBLFU](https://meet.google.com/LOOKUP/AZUWDBLFU)

TEACHER INFORMATION



MRS. JENNIFER CALLAWAY

(417)473-6101 EXT 137

JCALLAWAY@NIANGUASCHOOLS.COM

PLANNING PERIOD: 1ST HR (8:00-9:00AM)

CLASS DESCRIPTION

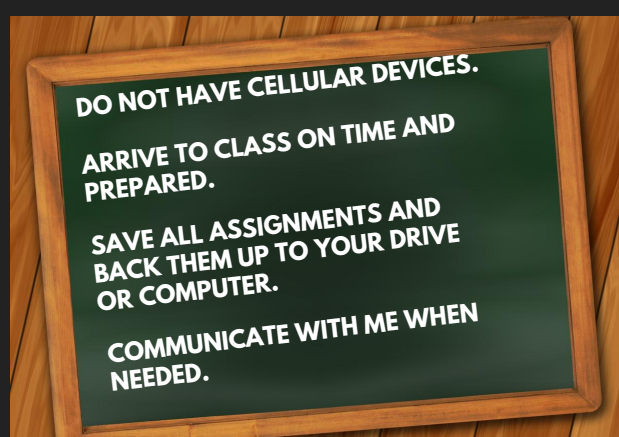
IN THIS COURSE, STUDENTS WILL FOCUS ON PARTNERING THE TECHNICAL ASPECTS OF STEM TO THE DESIGN ASPECTS OF ART. STEAM, WHICH STANDS FOR SCIENCE, TECHNOLOGY, ENGINEERING, ART AND MATH, IS A 21ST LEARNING EXPERIENCE THAT GUIDES STUDENT INQUIRY, DIALOGUE AND CRITICAL THINKING TO PARTNER THE VISUAL ARTS WITH STEM. STUDENTS WILL CRITICALLY THINK TO PROBLEM SOLVE USING THE CREATIVE PROCESS.

VIRTUAL LEARNING GUIDELINES

BE SURE THAT YOU AND YOUR PARENTS HAVE READ THE VIRTUAL GUIDELINES POSTED BY THE DISTRICT. THESE RULES WILL BE APPLICABLE TO THIS COURSE.

- LOG INTO THE CLASS LINK FOUND ON GOOGLE CLASSROOM ON TIME. IF YOU ARE LATE JOINING YOU WILL BE COUNTED ABSENT.
 - FIND A SPOT FOR CLASS WITH NO DISTRACTIONS. NEVER JOIN OUR CLASS FROM YOUR BEDROOM OR BATHROOM.
 - DRESS APPROPRIATELY FOR CLASS. THE BETTER YOU LOOK THE BETTER YOU FEEL!
 - PUT YOUR CELL PHONES AWAY DURING CLASS.
 - MUTE YOUR MICROPHONES BUT ACTIVATE YOUR CAMERAS SO I CAN SEE ALL STUDENTS ATTENDING CLASS.
 - BE AN ACTIVE CLASS PARTICIPANT DURING QUESTIONS AND DISCUSSIONS.
 - CHEATING AND PLAGARIZING WILL BE IMMEDIATE WRITE-UP AND A GRADE OF 0 WILL BE ASSIGNED.
 - MOST IMPORTANTLY...ALWAYS COMMUNICATE WITH YOUR TEACHER. IF I DON'T HEAR FROM YOU YOUR PARENT WILL HEAR FROM ME :(
-

KEYS TO SUCCESS



MS STEAM

2ND HOUR: 9:04 - 10:04AM

CLASSROOM CODE: ADWYS25

MEET LINK

[HTTPS://MEET.GOOGLE.COM/LOOKUP/AZUWDBLFU](https://meet.google.com/LOOKUP/AZUWDBLFU)

RULES OF RESPECT



DO

- BE ATTENTIVE
- BE ENGAGED
- BE POLITE
- BE PUNCTUAL
- BE READY TO LEARN

DO NOT

- SLEEP DURING CLASS
- BULLY ANYONE IN ANY FORM
- USE INAPPROPRIATE LANGUAGE
- USE TECHNOLOGY INAPPROPRIATELY



LATE/MISSING WORK

STUDENTS MUST COMPLETE ALL ASSIGNMENTS TO SUCCESSFULLY COMPLETE THIS COURSE. RESPONSIBLE STUDENTS, LIKE RESPONSIBLE EMPLOYEES, SHOULD NOT SUBMIT LATE WORK. AMPLE CLASS TIME IS GIVEN TO COMPLETE ASSIGNMENTS. LATE WORK WILL RECEIVE A 10% DEDUCTION FOR EACH DAY IT IS LATE.

ALL STUDENTS WHO ARE ABSENT FROM CLASS HAVE THE OPPORTUNITY TO MAKE UP WORK WITHIN THREE DAYS OF THEIR ABSENCE. IT IS THE STUDENT'S RESPONSIBILITY TO INQUIRE ABOUT MISSED WORK. IF A STUDENT IS ABSENT FROM CLASS ON THE DAY OF A TEST HE/SHE WILL NEED TO SET A TIME TO MAKE UP THE TEST. STUDENTS ARE ALSO RESPONSIBLE FOR PARTICIPATING IN PLANNED ACTIVITIES ON THEIR RETURN TO CLASS.

CLASSROOM POLICIES

- BE IN ASSIGNED SEAT WORKING ON THE DAILY DISCUSSION ACTIVITY WHEN THE TARDY BELL RINGS.
- HAVE ALL REQUIRED MATERIALS OUT.
- STAY ON TASK AND ENGAGE IN CLASS DISCUSSION. (NOT SLEEPING, WORKING ON A PROJECT FOR ANOTHER CLASS, OR PLAYING GAMES ON THEIR LAPTOP).
- ADHERE TO ALL CLASSROOM RULES AT ALL TIMES.
- RESPECT FOR EACH OTHER, EQUIPMENT, TEACHER AND SCHOOL.
- LOG OFF OF YOUR ACCOUNT AT THE END OF CLASS EVERY DAY.



STUDENT SIGNATURE

DATE

PARENT/GUARDIAN SIGNATURE

DATE