Grade 9 STEAM @ RHHS

2025/2026 School Year

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- ❏ A learning model that incorporates scientific, mathematical, communication, technological and artistic design skills and knowledge which are developed simultaneously.
- ❏ A design approach with a focus on skill development and hands-on learning
- ❏ Students complete projects and solve meaningful problems through collaboration, technology, ethical consideration and empathy

Features of STEAM @ RHHS

- ❏ A dedicated STEAM Classroom/Space.
- ❏ Emphasis on skills - 3D design, 2D design, Laser, CNC, 3D printing, Wood working, Electronics, Coding, Graphic and Fashion Design, Design Thinking, etc.
- ❏ Significant community connections – Field trips, Site visits, Guest speakers
- ❏ Community based problem solving projects
- ❏ 2 cohorts of 25 students (50 students) that will spend half the school day together in one semester
- ❏ Students will achieve 2 grade nine credits (Science and Mathematics) meeting curriculum expectations. Students will also complete 6 non-STEAM courses with other students.

Who should apply?

Students who enjoy working in teams, collaborating, are interested in science, technology and the arts, like to design and build things, solve problems and are not afraid to try new things, take risks, make mistakes and learn new skills.

Selection Process

- ❏ Students must be in the boundary area of RHHS (Check your address using our School Locator)
- ❏ Complete an application form (Students should select the regular math and science and once students have accepted, Guidance will go in and change the courses to the STEAM ones. If you are new to the boundary so not from our typical partner schools, please book a registration appointment as well).

  Student Application Form has a Student Self Reflection Section:
  - ❏ Student Learning Skills Reflection
- ❏ Submit the application form by the deadline below.
- ❏ Recommendation from Grade 8 teacher reviewed
- ❏ Candidates are entered into a pool and up to 58 students (and wait list) will be randomly selected

☑ Important Dates

December 16 : STEAM application open
January 10 @4:00pm: STEAM application closes
January 16 @5:30 - 7pm: STEAM Challenge
January 23: Teacher Recommendations due
Early February: Email notification of acceptance to the STEAM program
Mid February: Student's acceptance form completed. Due date will be in the acceptance email.