



NEWSLETTER

January, 2018

SCIENCE TECHNOLOGY ENGINEERING ARTS MATH

STUDENT SUCCESS EXPO @ SAV Mall



Savannah families from all SCCPSS schools were invited to attend the annual Student Success EXPO held at Savannah Mall Saturday, January 20th. Isle of Hope STEAM was well represented with shuttle simulator practice, 3D printing, drone flying, and much more. Students took turns donning the crab mascot costume and speaking with prospective students about Isle of Hope STEAM programs.



The "girls team" running through their space shuttle sequences; getting ready for the February NASA Student Astronaut finals down in Cape Canaveral, Florida. Blast off !!!

COUNTDOWN TO NASA NATIONALS!



Mrs. Carolyn Rethwisch and her middle school *Fiddlernaut* student astronaut teams have been working diligently in advance of our February NASA Astronaut Challenge NATIONALS down in Florida! Wish both teams best of luck!



Our Isle of Hope student astronaut team's *Fiddlernauts* have three weeks to finish training and fundraising. To help us raise the final money we need to go, please visit <https://www.gofundme.com/fiddlernauts>

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VISUAL ARTS PROGRAM



Art teacher Ms. Magen Peigelbeck has been working with our middle schoolers to get them ready with portfolios for Savannah Arts High School. Above is a showcase of “self portraits” showing three dimensional by use of shades and shadows. Below are painting projects by middle and elementary students.



ENGINEERING & MECHATRONICS



Mr. Wade Smith is continuing to teach 3rd graders to engineer/3D print their own DIY fidget spinners, 4th-5th graders to design and code their own “Spotify” online music players, and middle grades to do game design, 3D modeling, and mechatronics.

BAND AND MUSIC

Grades 6-8 Chorus led by Ms. Susan Gordon is connecting to **STEAM** by including songs of rivers, such as “Moon River”, written by Savannah's own Johnny Mercer.



Isle of Hope STEAM Mission:

Under the leadership of our STEAM Advisory Board, our STEAM school initiative will attract and retain families from the Isle of Hope and SandFly neighborhoods by refining classroom integration which offers engaging cross-curricular STEAM content into our new accelerated curriculum. This program is in partnership with Wormsloe State Historic Park for the betterment of the Isle of Hope community and environs.