**STEM CLOCK HOUR ADDENDUM**

**Clock Hour Application for Approval**

**PLEASE COMPLETE this PAGE for all STEM CLOCK HOUR COURSE REQUESTS, and submit with the “Clock Hour Application for Approval” form:**

Course Title: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

# of STEM Hours Requesting: \_\_\_\_\_\_\_

A STEM proposal must include content from 2 of the 4 STEM elements. Please check all that apply:

\_\_\_\_\_ Science \_\_\_\_\_Technology \_\_\_\_\_Engineering \_\_\_\_\_Mathematics

**Guiding Questions**

To qualify as a STEM (2 or more elements) course, each guiding question must be answered with a ‘Yes’ **and** evidence supplied for each question. Evidence can be copied from the course description, objectives, agenda. You may also add additional information that provides rationale for the guiding question.

1. Will the STEM activity have an impact on STEM experience for students?

\_\_\_\_\_Yes \_\_\_\_\_No

Describe the impact:

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| --- |
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|  |

1. Does the STEM activity provide examples or resources to use with students or with other educators? \_\_\_\_\_Yes \_\_\_\_\_No

Describe the examples or resources:

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1. Does the STEM activity provide examples or resources about STEM-related career choices to use with students? \_\_\_\_\_Yes \_\_\_\_\_No

Describe the career examples or resources:

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All guiding questions must be answered with a ‘Yes’ and details given for each.

These are EXAMPLES of the responses we are looking for to the Guiding Questions.

Question #1: Will the STEM activity have an impact on STEM experience for students?

1. We will engage educators on how to authentically integrate technology into math assessment and fluency development.
2. We will engage in STEM (Math and Science) routines and activities in which teachers can engage their students.

Questions #2: Does the STEM activity provide examples or resources to use with students or with other educators?

1. We will share Math games and observational Technology tools introduced in the text for teachers to share with their students and colleagues.
2. We will provide them the STEM (Science & Engineering) resources to use with and share with students and colleagues.

Question #3: Does the STEM activity provide examples or resources about STEM-related career choices to use with students?

1. We will introduce ways to tie the games and learning activities to STEM-related careers and life experiences.
2. We will engage in the practices from math, science, and engineering and make connections to STEM-related career skills being developed in the activities we share.