

# STEAM III

## Field Experience



## The STEAM Program

The Saint Patrick STEAM Program is designed to provide students with a cohesive and challenging education which prepares students for success in college, vocations and trades. The SPHS STEAM program ties the fields of - *Science, Technology, Engineering, Art, and Mathematics together* giving students a more accurate perception of what a modern profession entails. STEAM Students, over this four year program, will be exposed to a variety of interdisciplinary courses aimed at not only building their scientific abilities, but those of communication, collaboration, and leadership.

- STEAM I - Team Building
- STEAM II - Case Studies
- STEAM III - Field Experience
- STEAM IV - STEAM Capstone

The STEAM III Field Experience is an essential component for this program. With your help our students will be able to explore fields that they are interested in and go above and beyond what the classroom can offer. We would like to offer our students a real-world experience within a professional environment. Learn how you can become apart of our STEAM TEAM.

## Mentor's Role

### *The Why*

The young men at St. Patrick High School have many ideas about what they truly love to do but have difficulty seeing how those interests might manifest in their futures. Having the opportunity to work closely with leading industry experts would provide them an invaluable real-world experience we could not provide them solely in the classroom. This is where you come in! By providing our junior year STEAM students with a unique field experience you will help prepare them to contribute in a globalized economy, give them the tools they need to hone their problem-solving skills, and the confidence to follow their passions.

## *The What*

Students will be given educational objectives from their SPHS instructor to complete during their field experience and it is essential that students not only observe you as an expert in your industry/field, but are given opportunities to contribute to the output of your work. Here are the objectives our students are aiming to reach with your help at their field experience.

- Students will observe your work and create a flow-chart of your professional practices to fulfill your work.
- Students will seek advice from you and your colleagues:
  - about the biggest challenges in your industry
  - about the best practices in your profession
  - about emerging practices
  - about educational steps or degrees which best support this career
- Students will work on small components of your business to be reviewed and potentially used by you, your colleagues, or your clients.

## *The How*

The STEAM Instructor will be working with you to effectively facilitate the field experience with your mentee. It is important that our students have a positive experience with our mentors, without detracting from the professional work environment. Some examples of how a mentor could facilitate the learning and growth of one of our students are :

- Pair a student with one or two professionals in your business.
- Allow the student to observe internal meetings or workshops.
- Place a student in a currently active team of professionals during a meeting.
- For small projects (preferably beneficial to the company) check in periodically and provide constructive feedback towards their project goal.
- Evaluate the student's growth, effectiveness, and professionalism and communicate it to the STEAM Instructor. You can use your own employee evaluation metrics or we can provide you with one.

## Next Steps

### *Time Schedule*

We are looking for you to contribute and commit to a 60 hour field experience (this would be equivalent to a semester course contact hours). Each student would be with you and/or your team for 4 weeks, 4 days each week for a half-day: mornings or afternoons (3-4 hours each day). Other options include two weeks: 8 hour days, 4 days each week. You can modify as needed between you and the intern, but approximately 60 hours would be the goal. We are not looking at paid internships due to the focus on education and exploration.

\*\*\*COVID-19 has forced new safety protocols within schools and program formats. Until program parameters can return to normal, we would like to be creative and safe while still providing an outlet for experience and networking. If we can work with you on a virtual or low contact/outdoor experience, we would like to explore any opportunities even if it does not equal 60+ at this time.\*\*\*

### *Contact Information*

To become a part of our STEAM team contact one of the following Saint Patrick High School representatives.

Principal	Mr. Jon Baffico	<a href="mailto:jbaffico@stpatrick.org">jbaffico@stpatrick.org</a>
Curriculum Director	Mr. Christopher Perez	<a href="mailto:cperez@stpatrick.org">cperez@stpatrick.org</a>
Director of Alumni Relations	Mr. Gary Santella	<a href="mailto:gsantella@stpatrick.org">gsantella@stpatrick.org</a>