

## **George L. Catrambone Elementary School**

Long Branch Public Schools 240 Park Ave, Long Branch, New Jersey 07740 732-222-3215 Fax: 732-222-6953

"Together We Can, Juntos Nós Podemos, Juntos Podemos"

**Francisco E. Rodriguez**Superintendent of Schools

Jessica Cunneff Building Principal

Nikolas Greenwood Vice Principal

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## To Whom It May Concern:

The George L Catrambone School students receive STEM instruction weekly during specials. The Project Lead the Way or PLTW Launch's 24 interdisciplinary modules bring learning to life. The program empowers students to adopt a design-thinking mindset through compelling activities, projects, and problems that build upon each other and relate to the world around them. And as students engage in hands-on activities in computer science, engineering, and biomedical science, they apply and reinforce the knowledge and skills they've acquired in core academic areas.

Our Students participate in a variety of learning modules or units of study during the year in all grade levels. Each module or unit is approximately 14-16 hours of instruction, exploration, activity, and projects.

Grade Level	Modules
First Grade	<ul> <li><u>Light: Observing the Sun, Moon, and Stars</u> - Students build upon their knowledge of light and design a playground structure that protects students from UV radiation.</li> <li><u>Animal Adaptations</u> - Students learn about animal adaptations and apply what they've learned to design a shoe made for desert exploration.</li> <li><u>Structure and Function: Exploring Design</u>- Students discover the design process, identify products around them designed by engineers, and use what they've learned to design their own paintbrushes.</li> </ul>
Second Grade	<ul> <li>Materials Science: Properties of Matter - Students explore materials science and devise a way to keep popsicles cold – without a cooler.</li> <li>The Changing Earth - Students explore how the surface of the Earth is always changing and design solutions for a fictional community threatened by a landslide.</li> <li>Grids and Games- Students learn about the sequence and structure required in computer programs and work in teams to build tablet games.</li> </ul>

Third Grade	<ul> <li>Stability and Motion: Science of Flight- Students learn about the forces involved in flight and design a solution to deliver aid supplies via an aircraft.</li> <li>Stability and Motion: Forces and Interactions- Students explore simple machines such as wheel and axles, levers, the inclined plane, and more and then use what they know to rescue a trapped zoo animal.</li> <li>Variation of Traits- Students explore the results of the variation of inherited traits.</li> </ul>
Fourth Grade	<ul> <li>Energy: Collisions - Students investigate how mechanisms change energy by transferring direction, speed, type of movement, and force and then use what they know to design a car safety belt.</li> <li>Energy: Conversion - Students learn how energy can be converted to meet a human need or want and then develop solutions to move donated food from a truck to a food pantry.</li> <li>Input/Output: Computer Systems - Students explore how computers work and create a reaction-time computer program to assess a baseline before a concussion occurs.</li> </ul>
Fifth Grade	<ul> <li>Robotics and Automation- Students explore the ways robots are used in today's world and then design a mobile robot that can remove hazardous materials from a disaster site.</li> <li>Robotics and Automation: Challenge- Students explore mechanical design and computer programming and design an automatic-guided vehicle to deliver supplies in a hospital.</li> <li>Infection: Detection- Students explore the transmission of infection and run an experiment to help find ways to prevent the spread of illness.</li> </ul>

The above modules will be covered during the 2021-2022 academic school year.

Lisa Roesch Lead PLTW Teacher

Kelly Stone PLTW Teacher

Jessica Cunneff Principal