

RCSD Elective/Course Review Form

Teachers: Please use this form to provide information so HR can determine which credential pathway may be needed to approve your elective course you will be teaching. Please complete ONE FORM for EACH elective or course you will teach.

The respondent's email (**rporter1@rcsdk8.net**) was recorded on submission of this form.

Teacher Full Name *

Robin Porter

Credentials I hold (please be specific eg, Multiple Subject, Single Subject Math, added/ supplemental authorization etc) *

I hold a California Multiple Subject Teaching Credential, which authorizes me to teach all core academic subjects in grades K–8. In addition, I have earned a Master's Degree in Educational Technology, providing advanced preparation in integrating technology and digital learning into classroom instruction.

To support Computer Science instruction, I completed the Computer Science Supplementary Authorization program through San Francisco State University, authorizing me to teach Computer Science content through grade 9. I also earned a California Certificate of Achievement as a STEAM Instructional Leader through Krause Center for Innovation (KCI), demonstrating expertise in designing and implementing integrated STEAM learning experiences.

Additionally, I am a Stanford University STEAM Empowered Digital Learner graduate and have served as a coaching resource for classroom teachers in the integration of technology and STEAM practices. I am currently completing an Arts Integration Certification to further strengthen interdisciplinary connections between the arts and STEAM instruction.

These credentials, authorizations, and certifications provide a strong foundation for delivering standards-based STEAM instruction that integrates science, technology, engineering, arts, and mathematics for elementary students.

School Site *

- ☐ Adelante/Selby
- ☐ Clifford
- ☐ Cloud
- ☐ Garfield
- ☐ Hoover
- ☐ Kennedy
- ☐ MIT
- ☐ NSA
- ☐ Orion
- ☐ Roosevelt
- ☒ Taft

Grade Level *

K-5 I have taught Technology and STEAM to TK-8th grade

Elective Course title *

STEAM

We have different models of elective delivery in RCSD. I will be teaching this course in: *

- ☐ Trimester 1
- ☐ Trimester 2
- ☐ Trimester 3
- ☒ The entire school year
- ☐ Aug-Dec
- ☐ Jan-June

Outcomes/Goals for students. What project or end product will be produced? *

Students will engage in a variety of standards-based STEAM projects and design challenges throughout the school year that integrate Science, Technology, Engineering, Arts, and Mathematics. The course emphasizes problem-solving, creativity, collaboration, communication, and computational thinking.

Student outcomes may include engineering design prototypes, coding projects, robotics challenges, digital creations, scientific investigations, maker projects, mathematical modeling activities, and interdisciplinary STEAM presentations. Students will apply the Engineering Design Process and Computational Thinking practices to create solutions to authentic problems and demonstrate their understanding through project-based learning experiences.

Additional culminating products may include participation in schoolwide events such as Science Fair projects, Math Fair presentations, coding and robotics showcases, engineering challenges, and integrated STEAM projects connected to district curriculum units. These experiences provide students with opportunities to demonstrate mastery of academic standards while developing critical 21st-century skills.

Describe the standards/topics/activities that will be taught. *

As a member of the RCSD K-8 STEAM team, I collaborated with fellow STEAM educators to develop and refine the district's STEAM Scope and Sequence. The curriculum is designed to provide cohesive, standards-based instruction and integrates multiple state-adopted frameworks and standards, including:

- California Common Core State Standards (ELA and Mathematics)
- California English Language Development (ELD) Standards
- California Next Generation Science Standards (NGSS)
- California Arts Standards Framework
- California Computer Science Standards
- ISTE Standards for Students
- California Career Technical Education (CTE) Model Curriculum Standards

Major instructional topics include:

Computational Thinking and Computer Science:

Coding and programming fundamentals

Computer Science concepts and digital citizenship

Creative computing and problem-solving

Engineering and Design Thinking:

Engineering Design Process

Robotics and automation

Hands-on maker activities and experiential learning

Design challenges focused on real-world problem-solving

Technology Integration:

Micro programming

Makey Makey projects

Hummingbird Robotics

Lego Education resources

Additional coding and STEM technologies

Integrated STEAM Learning:

Mathematics and Computer Science connections

Science investigations and experiments

Arts integration within STEM disciplines

Project-based learning connected to district benchmark units

Instruction typically begins with a STEAM-focused read-aloud, informational text, or educational media resource to build background knowledge and engage students in inquiry. Students then participate in collaborative investigations, coding activities, engineering challenges, design projects, and reflective discussions. Additional opportunities include participation in Math Fair, Science Fair, and other district STEAM initiatives.

What background do you have to teach this course? Does the standards fall within your credential? Are these topics a hobby? Please explain. *

Yes. The content taught in this course falls within the scope of my California Multiple Subject Teaching Credential, which authorizes instruction across the elementary curriculum. In addition, my Computer Science Supplementary Authorization provides specialized preparation and authorization to teach Computer Science content through grade 9.

My professional preparation includes a Master's Degree in Educational Technology, a STEAM Instructional Leadership Certificate through KCI, Stanford's STEAM Empowered Digital Learner program, and ongoing coursework toward Arts Integration Certification. Together, these credentials directly support the interdisciplinary nature of STEAM education.

Beyond formal credentials, I have completed extensive professional learning focused specifically on STEAM education, including RCSD STEAM professional development, Empowering Students with AI Literacy, Carly and Adam STEM Summits, Arts and STEAM Symposiums, Sphero and KCI STEM and Computer Science Symposiums, KCICon, KCI's "Limitless: Computer Science in Every Classroom," Wonder Workshop's International STEAM Summit, ISTE, CUE conferences, BER trainings, and numerous additional workshops.

These professional learning experiences have strengthened my expertise in integrating science, technology, engineering, arts, and mathematics standards into engaging, project-based learning experiences that meet the needs of elementary learners.

The CTC requires the District to prove you are qualified to teach this course. Please explain how * you qualified to teach this course.

I am highly qualified to teach K–5 STEAM based on my combination of credentials, authorizations, certifications, professional learning, and classroom experience.

I hold a California Multiple Subject Teaching Credential, a Master's Degree in Educational Technology, and a Computer Science Supplementary Authorization through San Francisco State University. Additionally, I have earned recognition as a STEAM Instructional Leader through the Krause Center for Innovation and completed Stanford University's STEAM Empowered Digital Learner program. I am also currently pursuing Arts Integration Certification to further strengthen interdisciplinary instructional practices.

In addition to my formal qualifications, I have nearly twenty years of experience working with educational technology and seven years of experience teaching STEAM-focused curriculum. Throughout my career, I have consistently participated in high-quality professional development focused on Computer Science, Engineering, Robotics, Artificial Intelligence, Arts Integration, Design Thinking, and STEM/STEAM instruction.

My expertise allows me to effectively teach and integrate California Common Core, NGSS, Computer Science, Arts, ISTE, and CTE standards through engaging, hands-on, project-based learning experiences. I remain committed to ongoing professional growth and continuously seek opportunities to stay current with emerging technologies, instructional practices, and standards-based STEAM education. This combination of experience, credentials, specialized training, and demonstrated leadership in STEAM instruction qualifies me to successfully teach and lead a comprehensive K–5 STEAM program.

Please reach out if you need additional information.

I agree I would like the Local Committee on Assignments to review this course information and * recommend an approval to the School Board so students may take this course. Please type your name as your signature.

Robin Porter

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MM DD YYYY

06 / 25 / 2026

