

Compton Unified School District



Our schools are
out of this
world!!!





Welcome to STEAMFest 2019

Compton we have a solution! Our out of this world Students, Educators, Stakeholders, and Partners have joined forces to bring Science, Technology, Engineering, Art, and Math to life. The many activities and exhibits throughout the event will highlight the innovative achievements of our students and our partners who are at the forefront of their field.

Thank you for coming and have a SUPER time!

School Booths

Compton Unified Schools will showcase innovative programs offered at their campus

Mission

CUSD

STEAMFest

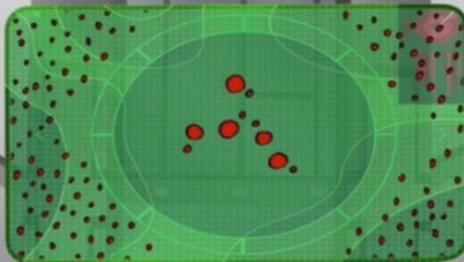


Partner Booths

Partners from STEAM fields will have activities for everyone

Art Showcase

Out of this world art created by CUSD students



GATE Expo

Featuring student created projects



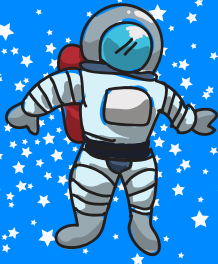
Thank you to our Board of Trustees and the Compton City Council



~ A message from Compton City Councilwoman Janna Zurita, Compton USD Board President Micah Ali and Compton USD Superintendent Dr. Darin Brawley~

"We are honored to partner in bringing you STEAMFest 2019! SteamFest brings together the very best of what is great about Compton- technological innovation, partnerships with global organizations, and the unrivaled talent and ingenuity of its bright students. We are grateful to Boeing, MySBACCoach, our community sponsors and all the STEAM activity partners who help make STEAMFest possible. Finally, thank you to the city of Compton and Compton Unified School District staff who have worked assiduously to make this day an amazing way to place a spotlight on our talented students and great programs. We hope you enjoy the day and that you are inspired by what you experience!"

STEAM SCHOOL BOOTHS



SCHOOL

Anderson ES

Bunche ES

Bunche MS

Bursch ES

CTE

Carver ES

Centennial HS

Clinton ES

Compton HS

Compton EC

DAVIS MS

Dickison ES

Dominguez HS

Early Education

Emerson

Enterprise MS

Foster

SCHOOL

Jefferson

Kelly ES

Kennedy ES

King ES

Laurel ES

Longfellow ES

Mayo ES

McKinley ES

McNair ES

Rosecrans ES

Roosevelt ES

Roosevelt MS

Tibby ES

Walton MS

Washington ES

Whaley MS

Willowbrook

Community Sponsors

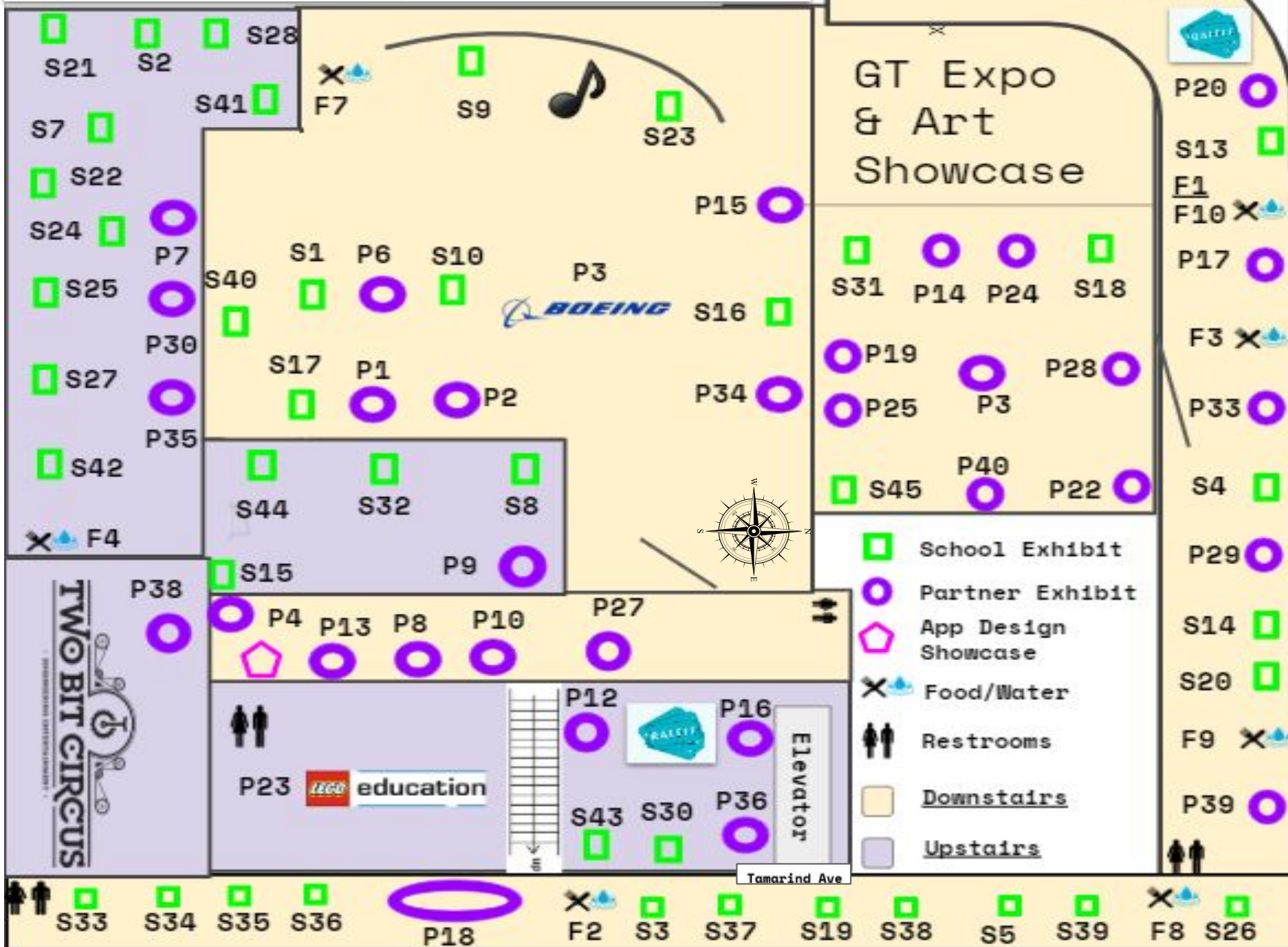
Sponsor/Patrocinador	ID	Sponsor/Patrocinador	ID
Beyond Meat	F1	Pizza Studio	F7
EveryTable	F2	Sr. Cliff's	F8
Home Depot	F3	Steak and Shake	F9
Lazy Dog	F4	TGI Friday's	F10
LA County Sheriff	F5	Pucker Up Lemonade	F11
Menchie's	F6		

Schedule of the Day

Events
4:00pm, 5:00pm, 6:00pm: Raffles
4:30pm-5:30pm: App Design Showcase
3:00pm-5:00pm: Mission Impact Challenge Voting
Every 30 mins: Star Wars Math Escape Room

School Booth Locations

School/Escuela	ID	School/Escuela	ID	School/Escuela	ID
Anderson ES	S1	Jefferson ES	S16	Whaley MS	S31
Bunche ES	S2	Kelly ES	S17	After-School Program	S32
Bunche MS	S3	Kennedy ES	S18	CTE Auto Tech	S33
Bursch ES	S4	King ES	S19	CTE CNA (Nursing)	S34
Carver ES	S5	Laurel ES	S20	CTE Construction	S35
Centennial HS	S6	Longfellow ES	S21	CTE Computer Sci.	S36
Clinton ES	S7	Mayo ES	S22	CTE Culinary Arts	S37
Early College	S8	McKinley ES	S23	CTE Engineering	S38
Compton High	S9	McNair ES	S24	CTE TV/Video	S39
Davis MS	S10	Roosevelt ES	S25	Child Welfare/Attendance	S40
Dickison ES	S11	Roosevelt MS	S26	College and Career	S41
Dominguez HS	S12	Rosecrans ES	S27	Early Education	S42
Emerson ES	S13	Tibby ES	S28	Parent Center	S43
Enterprise MS	S14	Walton MS	S29	Pupil Services	S44
Foster ES	S15	Washington ES	S30	Photography Exhibit	S45



Partner Booth Locations

Partner/Socio	ID	Partner/Socio	ID	Partner/Socio	ID
9 Dots	P1	Formative	P14	Nearpod/Flocabulary	P28
Apple Inc.	P2	Google	P15	PBS SoCal	P29
Boeing	P3	Hacker Fund	P16	Project Lead The Way	P30
Carrot Group	P4	Home Depot	P17	Sanitation Districts	P31
Charles Drew U.	P5	iSchool Initiative	P18	Science of Sport	P32
Columbia Memorial	P6	JPL	P19	Society of Women Engineers	P33
Compton College	P7	LA County Library	P20	SpaceX	P34
Compton Robotics Club	P8	LA Sheriff	P21	St. John's Wellness	P35
CSU-Dominguez Hills	P9	LACMA	P22	STEMPilot	P36
Data Impressions	P10	Lego Education	P23	Tomorrow's Aeronautical Museum	P37
Discovery Education	P11	littleBits, Inc.	P24	Two-Bit Circus	P38
Education Through Music	P12	Microsoft	P25	UC-Irvine	P39
Escape Room	P13	Mosquito Abatement	P26	Music to the Ears	P40
Formative	P14	My SBAC Coach	P27		

School STEAM Programs 2018-2019

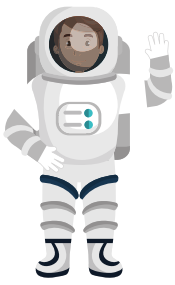
School	9 Dots (Computer Science)	PLTW Launch (Computer Science)	PLTW Launch (Engineering)	PLTW Launch (Biomedical)	CS/CT Elective	Girls Who Code
Anderson Elementary	X					
Bunche Elementary	X					
Bursch Elementary		X				
Carver Elementary			X			
Clinton Elementary			X			
Dickison Elementary	X				X	
Emerson Elementary	X					
Foster Elementary		X				
Jefferson Elementary			X			X
Kelly Elementary			X			X
Kennedy Elementary			X		X	
King Elementary					X	
Laurel Elementary					X	
Longfellow Elementary	X					
Mayo Elementary			X			
McKinley Elementary				X	X	
McNair Elementary	X		X		X	
Roosevelt Elementary			X			
Rosecrans Elementary					X	
Tibby Elementary	X					
Washington Elementary	X				X	

Middle School Steam Program

Programs:	Bunche Middle	Davis Middle	Enterprise Middle	Dickison Elem. (6-8)	Jefferson Elem. (6-8)	Kennedy Elem. (6-8)	Roosevelt Middle	Walton Middle	Whaley Middle	Willowbrook Middle
MESA		X					X			
Coding	X	X	X		X		X	X	X	X
Girls Who Code				X	X	X				
PLTW Design Modeling		X	X		X			X	X	
PLTW Automation and Robotics	X	X				X		X		
PLTW Medical Detectives	X									
PLTW Computer Science for Innovators	X	X								
From One Hand to the Other								X		
STEAM Lab		X			X			X		

High School Steam Program

Pathway	Centennial High	Compton High	Dominguez High	Early College
MESA	X		X	X
Computer Science		X	X	X
Certified Nursing Assistant	X	X	X	
Aerospace Engineering		X		
Robotics	X			
Civil Engineering & Architecture			X	
Computer Animation		X		
Biomedical Technology			X	

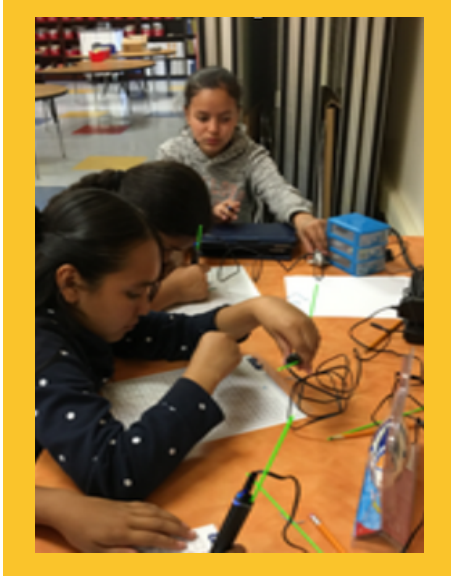


Checkout our Elementary Schools



ANDERSON ELEMENTARY

Anderson K-8 encompasses the process of critical thinking, analysis, and collaboration in which students integrate the process and concepts in real world contexts of science, technology, engineering, art, and mathematics, fostering the development of STEAM skills for college, career and life. Students receive cutting edge access to new and innovative technologies and digital resources in seamlessly and innovative ways. Instruction is aligned to standards and 21st Century Learning Skills. In addition we have ongoing professional development and programs such as Meet the Masters, Technology Club, MakerSpace, 9 Dots Coding, SCRATCH Coding, Chess Club and Science Club.



BUNCHE ELEMENTARY

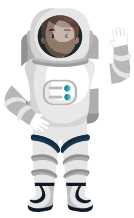
Bunche Elementary is committed to creating STEAM pathways for students in grades K-8. This year Bunche Elementary partnered with 9 Dots to implement Coding and Computer Science in Kindergarten, 1st and 3rd grades. The Bunche GATE program has been committed to robotics and the exploration of engineering pathways. Meet the Masters Visual Arts has been integrated across content from grades K-8. Other Partnerships include Young Musicians Foundation (servicing 6th-8th and 2nd grades), Theater of the Hearts (Visual Arts in 4th and 5th grades). A team of dedicated staff members have invested in promoting the performing arts via school-wide productions of the Lion King and Trolls, as well as a Make and Take STEAM club after school.



BURSCH ELEMENTARY

At Bursch, our Bluejays are climbing the mountain to college. Our college classes of 2036 through 2029 tackle concepts in math, science, technology, and engineering to hone foundational and critical thinking skills. From math facts to digital photography, and science inquiry to coding, our scholars think through their fingers and develop the skills they will use to solve problems we don't even know about yet..





Checkout our Elementary Schools



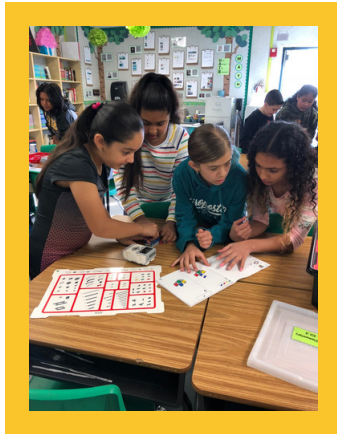
CARVER ELEMENTARY

Carver Crusaders are focused and creative. Students at Carver are demonstrating their creativity through STEAM. We are an Apple ConnectED school that has 1:1 iPads PK-8th grade. Students are learning computer science by participating in Everyone Can Code, with programs such as SeeSaw and Swift Playgrounds. They are applying art skills through the Meet the Masters art program. Our school also offers Robotics and Digital Photography. Our Teachers receive ongoing professional learning on innovative teaching. We have two computer labs which are also open for parents to use as we provide programs and workshops for them. Our vision is for each student to engage in critical thinking while working collaboratively as they prepare for college and careers.



CLINTON ELEMENTARY

At Clinton, we emphasize design and creativity to give students the freedom to apply critical thinking in order to ask questions and solve problems effectively. Currently, Clinton has two robotic teams, First Lego League Jr. (1-2) and First Lego League (4-6). In addition, students have completed Computer Science classes, where they create fun and interactive stories, games, and animations. All our students participate in Meet the Masters which offers an incredibly diverse and multicultural art curriculum. Clinton students are provided with many opportunities such as coding classes, Project Based Learning, SCRATCH, and Art Classes. We also provide Parent Workshops and Family Math and Reading Nights in order for parents to gain a deeper understanding of the content and strategies now happening in their schools.



DICKISON ELEMENTARY

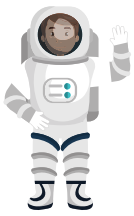
Dickison Elementary is a TK-8th grade school that fosters core values of communication, collaboration, critical thinking, and creativity. Our caring staff immerses scholars in challenging, relevant rigor that engages every child. The STEAM programs offered at Dickison Elementary include 9 Dots, Meet the Masters, Lego League, and Girls Who Code.



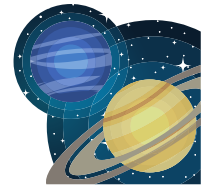
EMERSON ELEMENTARY

At Emerson Elementary our mission is to provide a happy, caring, and stimulating environment where children recognize and achieve their fullest potential so they can make their best contribution to an ever-changing world and society. At Emerson, we are engaged in the Lego Robotics program, Coding, and Meet the Masters program. All programs that help us achieve our STEAM goals. At Emerson, we are the mighty, mighty Tigers!





Checkout our Elementary Schools



FOSTER ELEMENTARY

Stephen Foster Elementary strives to provide an educational experience which develops 21st Century Scholars ready for the United States and beyond. STEAM is integrated cross-curricular integrating language arts, math, science, social studies and project-based learning. We provide one-to-one devices to scholars in third to fifth grade and scholars in kindergarten to second-grade use technology on a rotation each day.

Foster offers the following STEAM curriculum: Project Lead the Way with VEX IQ, Common Sense Media, Muzology, Reflex Math, Code.org and project-based learning. Scholars create STEAM projects that were designed to develop collaboration, creativity, critical thinking and communication skills.



JEFFERSON ELEMENTARY

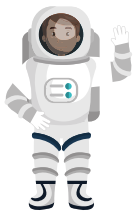
As an Apple Distinguished School 2018-2021, Jefferson Elementary School promotes integration and innovation towards teaching, learning, and community transformation. We provide Apple Education, Project Lead the Way led by our PLTW National Teacher of the Year, Everyone Can Code/Create, First Lego League, VEX IQ, Girls Who Code, MakerSpace, Spheros Education, SCRATCH, Project Based Learning, and ongoing computer programming activities supported through our various classrooms and extended learning in our STEAM Lab and College and Career Center. All of our teachers and students have access to our cutting-edge technology that integrates creativity and innovation in visual arts, music, leadership, coding, and robotics.



KELLY ELEMENTARY

Kelly Pilots are "Soaring into the 21st Century" through the use of technology that enables them to experience STEAM-based learning in a variety of ways. As an Apple ConnectED school, our students have one to one access to iPads throughout the school day. Students use a variety of apps for project-based learning that includes bookmaking, videography, creating three-dimensional models, and more. In addition, Kelly Elementary students are given opportunities to experience coding and robotics using Sphero, Dash n Dots, Bee Bots, Legos, etc. Our students also participate in the First Lego League Jr. and First Lego League robotics programs that are provided during the day and as a part of our extended day enrichment programs.





Checkout our Elementary Schools



KENNEDY ELEMENTARY

Instill, inspire, achieve! That is what we believe at Robert. F. Kennedy K-8! Our Kennedy scholars participate in a variety of opportunities to enhance their creative minds and strengthen their critical thinking skills. Our wonderful teachers actively engage their students by providing differentiated instruction, project-based learning opportunities, use of online intervention, and enrichment programs, while our school-wide STEAM components provide an exciting venture for our students. Between “Meet the Masters”, Symphonic Orchestra music Class, First Lego League Robotics Club, Girls Who Code, Swift Playground, ASB, and Project Lead the Way. Kennedy is proudly moving forward in providing our scholars with 21st century student centered experiences!



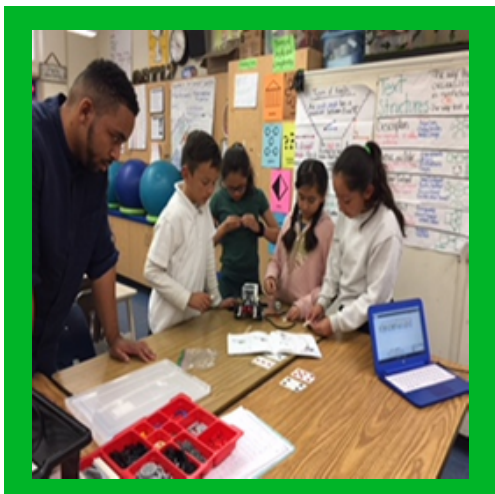
KING ELEMENTARY

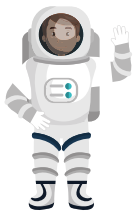
Welcome to Martin Luther King Elementary School, home of the Wildcats! Here at King, we focus on inspiring, engaging, and empowering students to be leaders of tomorrow. King scholars are provided with many opportunities that will help empower them to meet their future goals and compete in this evolving, tech-savvy world. Students in grades K-6 use technology throughout their daily rotations. Students also participate in rich computer-based instruction that help drives their learning and cement their understanding of skills taught in the classrooms. STEAM activities are integrated into students' lessons and inspire students to be creative, to collaborate, to think critically, and to communicate; all of which are key, 21st century skills.



LAUREL ELEMENTARY

Science, Technology, Engineering, Arts, and Mathematics (STEAM) are the hallmarks of a 21st-century education. At Laurel, we strive to provide our students with a balanced education that incorporates STEAM into daily teaching and learning. We offer Robotics and coding programs to 4th - 8th-grade students including robotics creation, designing, and programming. Working in teams in the robotics class, our students have the opportunity to engage in the rigorous process of continuous trials to solve problems. The process of putting together pieces of Legos and programming the robots to perform tasks creates curiosity, excitement, and team spirit. In addition, they learn to collaborate with others, listen and communicate their ideas to achieve group goals.





Checkout our Elementary Schools



LONGFELLOW ELEMENTARY

At Longfellow, we provide STEAM opportunities for all K-7 scholars. Longfellow is one of only a few schools who offer Robotics and Coding to K- 3rd-grade students CUSD. getCoding by 9 Dots (9dots.org) helps Title I Schools build K-12 Computer Science education pathways by providing curriculum, training, and on-site support to teachers. Our Kindergarten and 3rd-grade classes meet weekly to develop coding skills. The Junior Robotics team studies real-life problems as well. The team has fun learning about water problems as they research and design a solution with the LEGO WeDo 2.0 robotics kit.



MAYO ELEMENTARY

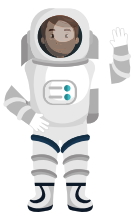
At Mayo Elementary, technology is a huge part of the curriculum. Our mission statement is: Enrich the lives of our students by supplying them with the tools necessary to build character, compete, and excel in the 21st century, "to Conquer the Future," which will also be our theme for STEAMFest. We have added several after school and digital programs to our curriculum. The programs are for K-5 students and include coding, SCRATCH, TinkerCad, 3D printing, TouchCast, Lego League with EV3 Robots, Lego Mindstorm programming, VEX Robots, VEX IQ programming, Thames and Cosmos Physics/Electricity, music (5th grade), Meet the Masters, and Art in Action.



MCKINLEY ELEMENTARY

Here at McKinley, we believe our students need a well-rounded, quality education that enables them to make informed decisions that will impact the world and the way they live. McKinley teachers and staff find innovative and creative ways to promote critical thinking and collaboration throughout all content areas. McKinley offers programs such as Project Lead the Way, First LEGO Robotics and First LEGO League Jr. With these programs, students are able to apply design elements to products that are created during the course of a model challenge, or they use computer graphics to create logos and stylized designs to include in communications or presentations. McKinley also offers Meet the Masters art program, music theory and vocal classes and after school string classes for every K-6th grade students through Education Through Music LA (ETMLA).





Checkout our Elementary Schools



MCNAIR ELEMENTARY

McNair Rockets are STEAMING forward into the STEAM World! Our scholars have opportunities to participate in robotics, coding, art, and many other STEAM related activities. We partner with FIRST LEGO League to offer an award-winning robotics club for 4th and 5th-grade students that meet after school and on Saturdays. FIRST LEGO League Jr., also supports our robotics program for the lower grade students. Our students school-wide also participate in coding activities through a partnership with 9Dots getCoding. Our scholars also experience art enrichment with Meet the Masters art program. The McNair educators are continually seeking opportunities to provide our students with 21st Century learning opportunities.



ROOSEVELT ELEMENTARY

Our Theodore Roosevelt Elementary TOROS are Tenacious, Outstanding, Resilient, Optimistic, and Scholarly in all our endeavors. This includes our ever-growing thirst for STEAM skills.

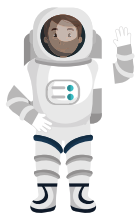
Roosevelt Elementary strives to bridge the gap between STEAM programs and MAKER movements. Our students, faculty, and parents are engaged in a plethora of activities and programs designed to expand knowledge, and prepare for the constantly evolving 21st century learning experience. Come and visit our Makerspace, Vex Robotics Lab, PLTW Gateway, Lego League, Bloxel Video Game Design, Digital Photography, Makers Empire, Meet The Masters, Shakespeare in the Quad, Dance Crew, Music and Keyboarding, Journalism, Touchcast Studio, LACMA art classes, and an ever evolving list of innovation-focused educational opportunities. We are Roosevelt TOROS- We keep charging ahead, for our will to succeed is powerful!



ROSECRANS ELEMENTARY

Welcome to Rosecrans Elementary School, where our Scholars are Blooming to Academic Excellence daily. Our school provides several outstanding programs including: Meet the Masters: Where students learn various mediums and methods for art. Students are taught the fundamentals of art as well as the history of world-renowned artists. FIRST LEGO League and Saturday Robotics: Rosecrans Scholars are taught how to build and program robots using computer coding skills. Project Lead The Way: With a focus on Biomedical Science, Rosecrans Scholars are exposed to series of lessons that build their skills and prepare them for futures in the medical field. Our Gifted students are given project based learning activities focused on engineering, design, mental acuity and motivation, such as creating machines and coding. Character building, collaboration, critical thinking allow Rosecrans Scholars to continue to ROAR!





Checkout our



Elementary and Middle Schools

TIBBY ELEMENTARY



Here at Tibby, we are soaring into the 21st century with a robust variety of programs to ensure that all our scholars excel. Our 3rd graders participate in coding with Get Coding-9 dots. All scholars are provided art enrichment through Meet the Masters. Our 6th-8th grade students participate in both Coding/Computer Science and Digital Photography with the help of both iPads and Google Chromebooks. We have hosted a Digital Parent night to show families what their scholars are learning and how they can help. During our ACES after-school program our scholars engage in a variety of STEM-based activities where they work both in teams and individually to create and build various projects. When our scholars leave Tibby, they are definitely prepared for the 21st century and college bound!

WASHINGTON ELEMENTARY

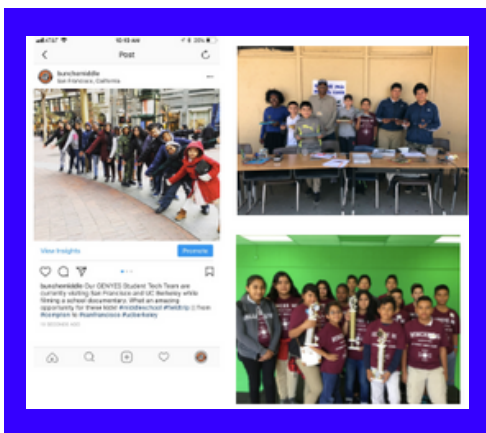
Washington Elementary School is dedicated to STEAM education. It is a critical part of 21st century instruction taking place in all classrooms. All students have access to computers, tablets and other technology devices.

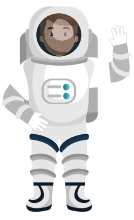
Students take part in makerspace opportunities and are learning coding, during our Get Coding - 9 dots program. Daily instruction includes STEAM strategies for presentations, creative projects and problem solving. Washington's 21st Century learners are full STEAM ahead!



BUNCHE MIDDLE SCHOOL

Bunche Middle School is strongly committed to exploring STEM opportunities with our students. Bunche has several Project Lead the Way classes: Robotics, Forensics: Medical Detectives, Design and Modeling and Aerospace Programs. The Campus also explores non-traditional STEAM careers such as Green Screen Video Creation, Special Effects, Drone Video, and Video Production. This year the Model Building Club is learning about STEM by building scale models. In addition, Our GENYES/ Student Tech Team is now celebrating its 5th year at our campus. The Student Tech Team has participated and competed in several competitions: including the District's Scratch Competition; STEAMFEST 2017 and Lego First League Robotic Events. The Team has also gone to Field Trips to UC Berkeley and Lucasfilm studios in San Francisco California.



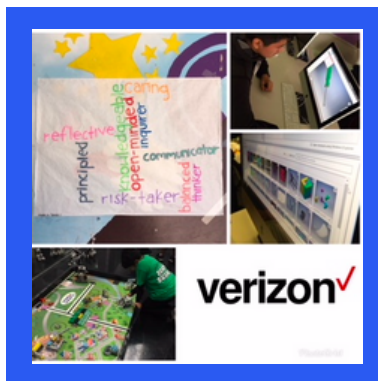


Checkout our Middle Schools



DAVIS MIDDLE SCHOOL

Davis Middle School has created a STEAM program which provides a variety of hands-on learning and exploratory opportunities that cater to diverse student interests and skills. Students have weekly opportunities to engage in the informal learning of a multitude of topics, such as robotics, engineering and design, jewelry-making, dance, art, photography, animation, electronics, music production, and sewing, to name a few. Many of these topics are further developed through a variety of extra-curricular clubs, such as Lego and Vex Robotics, MESA, and Girls Who Code. STEAM learning is formalized by our Project Lead the Way courses in Robotics and Design & Modelling, as well as our science classes which provide numerous hands-on learning experiences. Art is infused throughout the curriculum, through our partnership with LACMA, as well as our own Art program. Both programs have produced beautiful artwork that can be observed and appreciated in our library and quad area. Ultimately, it is our hope that our programs and learning spaces support our ambition to create a Community of 21st Century Learners who develop competencies for college, career, and life.



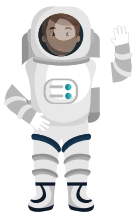
ENTERPRISE MIDDLE SCHOOL

Eagles Soar High! Enterprise M.S. is the place where STEAM comes alive. Our lively classrooms showcase Art, Spanish, Robotics, and Design and Modeling. Students engage in a rich, interactive learning environment where they collaborate to find the best solutions in today's ever changing world. This year our STEAM Booth will feature our take on what is real and what is not. Stop by to learn with us; explore with us; and grow with us.

ROOSEVELT MIDDLE SCHOOL

Roosevelt Middle School's PRIDE stems from the united spirits of diverse student bodies with strong community support and excellent administration leadership. The whole school worked synergistically to contribute to this year's STEAMfest. The inquisitive scientists dared to dream big and organized the components of our STEAM team. The technologically inclined constructed the configuration of all our drones, spheros, robots, and other mechanisms. The athletes engineered and constructed. The artistic individuals painted and designed all the mechanism constructed. The mathematicians calculated, measured and marked the dimensions of the components constructed. When it comes to STEAM and teamwork, have the LION's share of excellence in Science, Technology, Engineering, Arts, and Mathematics.





Checkout our Middle Schools



WALTON MIDDLE SCHOOL

Walton Middle School is making waves with an innovative and exciting STEAM program. Led by Mrs. Darleen Perez and Mr. Israel Maciel, Walton provides our students with the latest technology and curriculum, in order to provide top quality STEAM instruction. Additionally, We have created a STEAM Lab on campus, in order for our students to have space where they can learn and create STEAM designs, learn robotics and coding, and just plain have an outstanding experience.



WHALEY MIDDLE SCHOOL

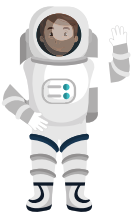
Whaley Middle School is full STEAM ahead with Turnaround Arts and Robotics! STEAM is visible in all areas of campus with wall murals exhibiting Whaley Scholar artwork, the Music and Theater academy, Photography, Project Lead The Way, Coding, Robotics, and MESA. We also partner with the William Morris Endeavor (WME) to keep students involved in various programs that pertain to the arts and keep students inspired to nurture their many talents. All students have access to device technology for interactive and relevant learning experiences across all subject areas. Students leave Whaley with well developed 21st century skills and college and career readiness.



WILLOWBROOK MIDDLE SCHOOL

Our students have access to STEAM courses at the high school and college level. Yet, not only are STEAM principles exhibited in our Art, Band, Computer Science, Math, Music, Theatre and Science courses, it is a way of life. Lessons are hands on, inquiry driven, apply rigorous math and science content, and allow for creative solutions to complex problems. It is through our commitment to STEAM and our local and global community students have developed outreach programs such as our Walk for Water campaign, GBLA Annual Health Fair, Leadership Summit, Chromium 6 in the Neighborhood Campaign, Students in Action Family STEAM night, and Enchanted Spring Literacy and Books through the Arts Campaign.





Checkout our High Schools



Centennial High School



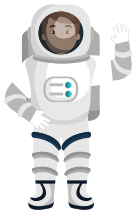
Centennial High School's PLTW (Project Lead the Way) STEAM program is engineering centric, with courses in engineering, aviation, computer science and robotics. Students at Centennial High School can earn college credit for course work through partnerships with Compton Community College. Centennial uses a STEAM-focused curriculum that integrated Math, Science, English and Technology programs. The school boasts about its specialized research lab for robotic technology. Extracurricular activities at Centennial High School include engineer and technology clubs such as FTC (First Tech Challenge) Robotics club, ACE (Architecture, Construction, and Engineering), and MESA (Math, Engineering, Science, Achievement).

Compton High School is proud of their STEAM programs and activities. Our STEAM activities are a collaboration of core courses, elective courses, pathways, engineering, robotic, IB, all culminating in a Project Based Learning final product. Our Project Lead The Way four-year engineering pathway is a combination of core training, classroom engineering instruction and practical application which means students "WRITE IT, RESEARCH IT, DESIGN IT, BUILD IT AND PRESENT IT".

Compton High students participate in Solar Cup, Vex Robotics, First Tech Challenge Robotics, Hack-A-Thon, SWAG, EAA, Video Production, Public service announcements, Commercial/Promos, STEAM Day, Community Outreach, Engineering, and Design Competitions to name a few. Students use the problem-solving processes that transform theory to practical application.

Compton High School





Checkout our High Schools



Dominguez High School

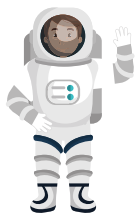
Dominguez High School, the Home of the Dons, the well rounded enthusiastic students are making an impact in their community and the society as a whole. The Dons are focused on not just learning, but also effective implementation of Science, Technology, Engineering, Art, and Math as demonstrated by their exemplary pursuit for academic excellence with humility. The majority of our students are now participating in either MESA, Robotics, AVID, Project-Based Learning, Project Lead the Way, Band, Drama or Leadership programs. In all of these programs the students are required to demonstrate their learning by embody The Don Way: Love, Listen, Lead, and Learn.



Early College High School

The PHOENIX of Compton Early College are being prepared to be critical thinkers and complex problem solvers in a technologically advanced society. Our students have access to STEAM courses at the high school and college level. Yet, not only are STEAM principles exhibited in our Art, Band, Computer Science, Math, Music, Theatre and Science courses, it is a way of life. Lessons are hands on, inquiry driven, apply rigorous math and science content, and allow for creative solutions to complex problems. It is through our commitment to STEAM and our local and global community students have developed outreach programs such as our Walk for Water campaign, GBLA Annual Health Fair, Leadership Summit, Chromium 6 in the Neighborhood Campaign, Students in Action Family STEAM night, and Enchanted Spring Literacy and Books through the Arts Campaign. Our campus involvement in STEAM programs include: MESA club, marching band and drill team, ANIPOP club, HACK-A-THON, ARTS Matter, Skills USA, and Congressional Art and App Challenge teams.





Checkout our



Career technical Education Pathways

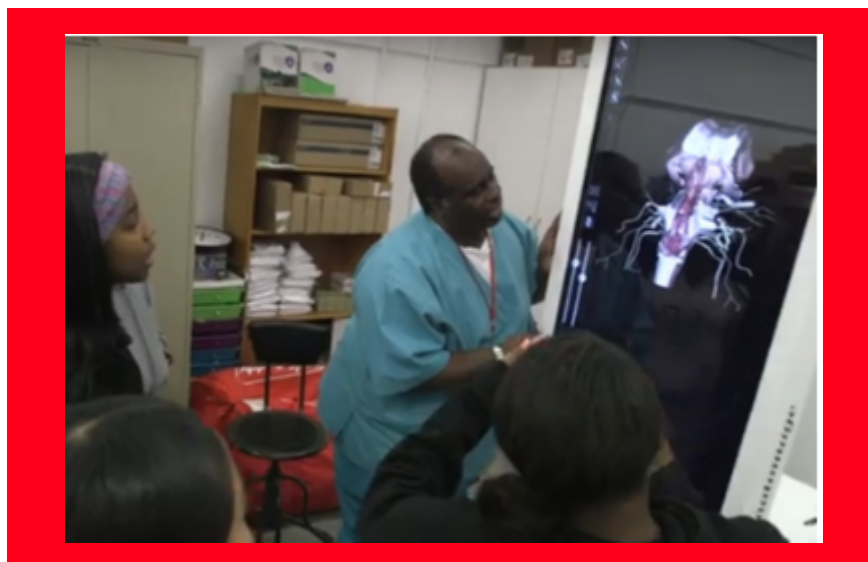
AUTOMOTIVE TECHNOLOGY

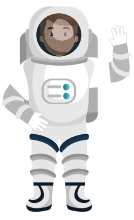


In the Automotive Technology pathway, available at Dominguez HS and Centennial HS, students gain the knowledge, skills and practical experience necessary for entering careers in automotive service trades. We focus on the major mechanical functions of an automobile, including servicing and repairing of suspension systems, brake systems, automotive electrical systems, fuel systems, transmission, and engine.

Certified Nursing Assistant

In the Patient Care pathway, we cover a broad range of subjects that teach students how to feed and dress a patient, how to bathe patients, how to position a patient properly, proper body mechanics for lifting and turning patients, recognizing depression, dealing with dementia, infection control issues, and catheter care. The clinical aspect of the program is 100 hours at a skilled local nursing facility where students master everything taught during lecture and skills training. At the end of the clinical part of the class, students can then sign up for the California state exam to become a Certified Nursing Assistant (CNA).





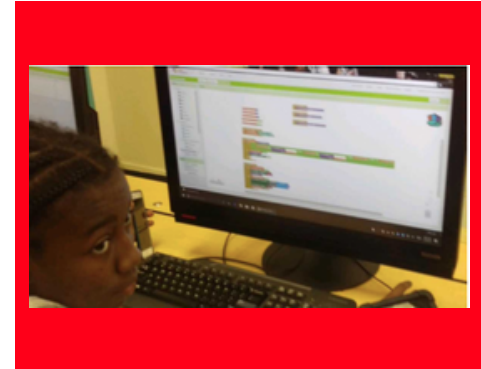
Checkout our

Career technical Education Pathways



Computer Science(PLTW)

In the Computer Science pathway, a project-based learning approach is utilized to teach students programming languages and computational thinking. Students will have the opportunity to work on projects (both individual and team) in the areas of graphics, games, animation and art, digital media and other electronics systems using open-source software tools such as Scratch, Java, and Python.

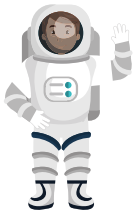


Last year three Computer Science students at Compton Early College won the Congressional App Challenge for California's 44th congressional district with an app to help the elderly administer their prescriptions. Developing innovative solutions to real world problems is a key aspect of our Computer Science classes.

Culinary Arts



The Culinary Arts program prepares students to work in the Food Services industry upon graduation through the ServSafe Food Handler certification. In addition, students learn about recipe and menu planning, preparing and cooking of foods, nutrition, trends, food technology, supervising and training kitchen assistants, the management of food supplies and kitchen resources, quality control, and the mastery of a wide variety of cuisines and various culinary techniques. The sequence of courses for this pathway is designed to enrich, enhance, and reinforce student learning and provide them with the opportunity to develop those skills critical to their future success. .



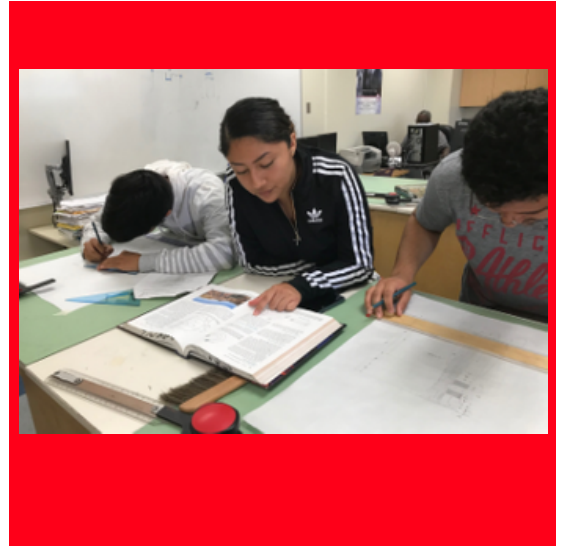
Checkout our

Career technical Education Pathways



Drafting

Drafting Technology is a three year Mechanical/Architectural drawing pathway designed to teach the Industrial Arts-minded student the language of engineering. A knowledge of the fundamentals of mechanical drafting, pictorial drawing, and computer aided design prepared the student for future employment in the construction, automotive, and aerospace design trades.

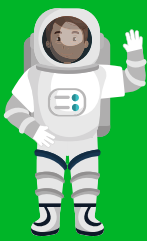


EARLY CHILDHOOD EDUCATION

From birth, children are curious. You can build on that natural curiosity by developing their interest in science, technology, engineering, art, and math (STEAM). Our Preschool Teachers use daily routines to build on skills and concepts in math and science. By talking, reading, singing, playing, or using other ways to communicate.

Our Preschool teachers understand that activities based on engineering principals offer a great way for Preschoolers to learn art, science, technology, and concepts of literacy, while also strengthening fine motor skills, critical thinking, problem solving and teamwork skills. Therefore, we understand that early exposure to STEAM supports children's overall academic growth and enhances later interest in STEAM study or career.





THANK YOU



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NEXTGEN MATH



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PROJECT LEAD THE WAY PLTW



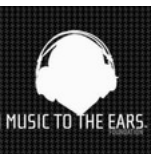
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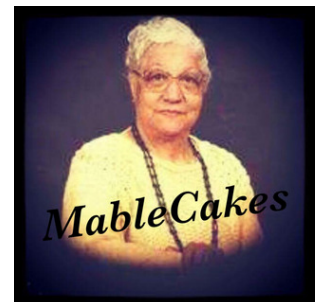


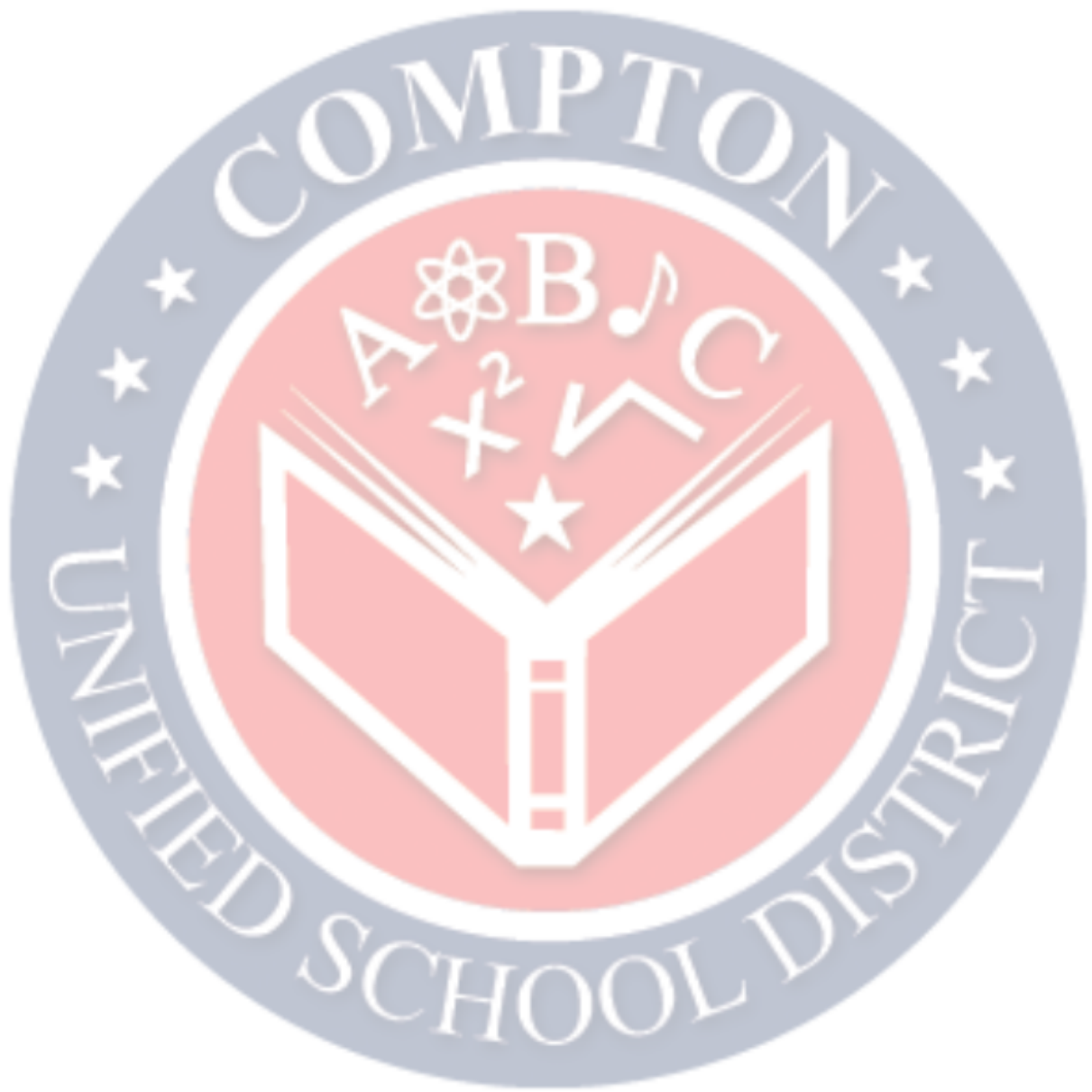
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Compton Unified School District
501 S. Sante Fe Ave
Compton, CA 90221