



Resources

What resources will be needed to conduct this program?

- FabLabs capable of fabricating Learning Pods and/or Mobile Labs
- Instructors capable of using TPBL instructional strategies and designing additional TPBL modules for other teachers to use.
- Career and post secondary institutions willing to align existing certificates and college credit with Pathways to better vertically align access to careers and college
- Mentor programs that address the specific needs of STEM education
- Mentors willing to work with high school students as they navigate the unfamiliar landscape of career and post secondary demands

Program Activities

What will we do with the resources?

- Engage Hocking College students in prototyping Learning Pods and/or Mobile Labs
- Create pathways that address problems through projects that replicate Learning Pods in High School for use by authentic Gr 5-10 student audiences.
- Create a mentor training programs that can be used by industry, schools and career centers to help students gain confidence
- Mentor high students to enhance achievement and help bridge the learning experiences between career/post secondary environments and high school.

Outputs

Briefly describe the number of students engaged and the number of adults.

- Student Direct Impact:
 - 2110
- Student Indirect Impact
 - 10,440
- Collegiate Mentors
 - 24
- Modules created for Teachers:
 - 22
- Learning Pods created for Gr 5-10 Use
 - 17
- Mobile Labs created
 - 3
- Teachers Impacted
 - 150

Outcomes

What are the short or intermediate term results that will be

- Create 3 four FabLab Learning Centers which can be replicated in any school;
- Design and implement highly replicable Collegiate Mentoring program connecting students with successful college students who can support them through college classes and share strategies for successfully navigating higher education;
- Design, prototype and replicate Learning Pods and Transdisciplinary Problem Based Learning (TPBL) lesson plans which can be used Gr 5-10 to provide hands on, standards based real world experiences teaching hard and soft skills critical for success in high the demand STEM career fields of health, energy,

Goals

What are the long term results that will be achieved?

- To transform learning and make it differentiated and personal.
- To empower all students to have a voice in their own learning and success.
- To give today's students the tools they need to achieve and to tackle issues of their time.
- To make learning real both in time and concept aligning it to modern technologies and skills
- To create an agile learning environment that has real problems and real outcomes.

