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Panther Run Elementary School PANTHER PRINTS NEWSLETTER

June 2022

June 2, 2022: STEM Explorers Club from 2:00 – 3:00 p.m.

June 3, 2022: 5th Grade Glow Party Celebration

May 6, 2022: Fun Friday. Share the Aloha-Hawaiian Day

June 6, 2022: 3rd Grade Honor Roll Assembly at 8:15 a.m.

June 6, 2022: 5th Grade Ice Cream and Yearbook Signing

June 6, 2022: 4th Grade Honor Roll Assembly at 8:15 a.m.

June 6, 2022: Movie Day for 5th Grade

June 6, 2022: 5th Grade Honor Roll Assembly at 8:15 a.m.

June 6, 2022: 5th Grade Luncheon

June 6, 2022: 5th Grade Clap out at 11:45 a.m.

June 6, 2022: Early Release at 12:00 p.m. Last Day of School

Have a great summer!

Please visit our school website at <https://www.browardschools.com/pantherrun> for important news, information, and calendar dates throughout the year.

New School Bus Register2Ride Initiative 2022 – 2023 School Year

Students eligible for transportation must register to be guaranteed a seat for the 2022 – 2023 school year. The deadline to register has been extended to July 15, 2022.

Please log in at <http://tfsweb.browardschools.com/Ride> to answer the following question:

Are you going to ride the school bus for the 2022 – 2023 school year?

YES
 No

First Day of School for the 22-23 School Year: Tuesday, August 16, 2022

Panther Run Elementary is becoming a STEAM School (Science, Technology, Engineering, Arts, and Mathematics).

Panther Run's Elementary STEAM program will foster curiosity, ingenuity, and creativity by providing a variety of hands-on learning experiences throughout the 2022-2023 school year that are related to the five specific disciplines of STEAM (Science, Technology, Engineering, Arts, and Math), all of which emphasize the application of knowledge to real-life situations.

Our vision is to meet the diverse needs of our students by engaging learners with an integrated, multidisciplinary approach to learning STEAM while promoting collaboration, problem-solving, and innovation that ensures students are prepared to enter a globally competitive world.

The goals of Panther Run's STEAM program are to:

- Increase exposure of STEAM learning activities from 10% to 100%
- Increase STEM literacy for all students
- Involve 50% of our families in monthly at-home STEAM challenges
- Develop afterschool STEM programs for 30% of our 3rd-5th grade students where they initiate inquiry-led projects relevant to their community in collaboration with faculty, students, and other visiting STEAM professionals.
- Spotlight student achievements at our annual STEAM Family Night that leverage the expertise of community development corporations to engage the broader community.
- Engage 100% of our teachers in classroom best practices around a strong, project-based STEAM curriculum.
- Build a STEAM teacher professional learning community around a process of peer-review and discussion.

Students who participate in STEAM learning:

- think outside the box
- feel safe to express innovative and creative ideas
- feel comfortable doing hands-on learning
- take ownership over their learning
- work collaboratively with others
- understand the ways that science, math, the arts, and technology work together
- become increasingly curious about the world around them and feel empowered to change it for the better.

