



GOOSE CREEK CONSOLIDATED INDEPENDENT SCHOOL DISTRICT
STEPHEN F. AUSTIN ELEMENTARY
BAYTOWN, TEXAS



SCHOOL DEMOGRAPHICS

750 Students

African American7.98%
Hispanic/Latino65.22%
White24.90%
Other1.9%

60 Faculty

Public Title 1 School



APPLE PRODUCTS & SERVICES

Students:

1:1 iPad
Coding Club
Master Tech

Teachers:

1:1 iPad
Apple TV
Apple Certified Teachers
Apple Classroom



We're pleased to be recognized as an Apple Distinguished School for 2021-2024 for our continuous innovation in learning, teaching and the school environment.



TODAY

Stephen F. Austin Elementary where "we have weathered many storms to empower our students, teachers, and community." Weathering a storm...be it a hurricane, flood, winter storm, or even a pandemic...has not stifled our students' curiosity of learning, growing, and creating.

As a community of lifelong learners, we have been able to acclimate our education techniques and embrace new 21st-century technology as we meet new and evolving challenges. Our team is dedicated to providing support and creating a learning environment that promotes creativity, innovation, and personal growth for each student.



VISION

We work to prepare our students for the global community that awaits them by teaching them to share their thoughts, questions, ideas, and solutions using effective communication, collaboration, critical thinking, and creativity. Through the use of technology in the classroom, our teachers build on those skills throughout the years and prepare them for jobs not yet created.

As we continue to move deeper into the 21st century, we will continue to prepare students to become part of the unknown world and become an integral part of creating new innovations to push our future forward.

TODAY IN *Action*

- ★ [Teaching Adults To Use the iPad](#)
- ★ [Teachers: Team Building and Learning Bots](#)

VISION IN *Action*

- ★ [Through the Eyes of a Student](#)
- ★ [Coding and Beyond](#)
- ★ [Boston's Story](#)



Distinguished School

Recognized by Apple as a distinguished school for continuous innovation in learning, teaching, and the school environment.



LEARNING IN *Action*

- ☆ [Coding Field Trip and Coding in the Classroom](#)
- ☆ [Animal Nation-Sloth](#)
- ☆ [Mentoring](#)
- ☆ [Learning in the SFA Classroom with Technology](#)

SUCCESS IN *Action*

- ☆ [Coding Showcase](#)
- ☆ [Karly's Story](#)
- ☆ [Weathering the Storm](#)

WHAT'S NEXT? IN *Action*

- ☆ [What's Next?](#)



LEARNING

21st-century technology has allowed students to become creators, collaborators, and critical thinkers. The use of Apple products has given our students the tools to become persistent in their desire to share their ideas and knowledge through different projects and events.

We challenged our first-grade students to create original music in GarageBand to accompany an original animal poem. They were able to use their original music to explain the specific region of where the animal biome, created in Minecraft, is located.

Our Master Tech students held a community-wide event in our school and held their own mini-technology conference. Students were able to teach teachers, parents, and community members through sessions on apps they use in class, green screen, stop motion, Keynote, coding, and Google slides. While the event was a resounding success, the COVID-19 pandemic halted any further events. Though COVID-19 has created many new challenges, our staff and students have risen to meet them. Teachers delved deeper into their creativity bringing education alive through distance learning, Promethean boards, and iPads, giving our shy students more opportunity to flourish and find their voice. Not only are our students creating original music pieces, teaching the community, and finding their own voices, but they are producing videos in iMovie, using Keynote to animate information for memory enhancement, and coding. They are taking this knowledge and empowering themselves, teachers, and their community through all of this.



SUCCESS

We guide our success of technology integration in the classroom through student and teacher evaluation. Through this, we see how technology integration has increased creativity, productivity, and self-esteem.

Some examples that we have seen include:

- Teachers maximize the use of Minecraft to create biomes, story settings, and animal habitats allowing students to use skills that develop critical thinking.
- Students develop and produce using green screen technology and iMovie.
- Students think critically, invent, and develop a simple app that could help better the world.
- Through creating an environmentally friendly campus with the reduction of paper waste (which saves electricity, ink, and reduces technology waste in the form of printers) students are taught the necessity of global awareness.



WHAT'S NEXT?

Our journey has just started to unfold! As we continue to encourage our students and teachers to develop and evolve with the use of technology in the 21st-century classroom, the possibility of our students and teachers becoming navigators of their own future, risk-takers, creators of relevant information, and environmentally conscious world citizens increases. The research will continue on how to develop the best lessons and delivery systems to meet our students at their level of understanding in order for them to feel empowered to go out and grow like giants.

