

4 Houses | Family

All SMES students spin the wheel to determine which house they are a part of until they graduate SMES.

- House of Friendship – Red Wolf
- House of Dreamers – Bobcat
- House of Courage – Alligator
- House of Givers – Rattlesnake

Why?

This Houses system will encourage “House” building and bonding between students in all grade levels. It will continue SMES’s path of positive culture and relationships with students and staff.

House Points

Throughout the year the houses will compete against each other in competitions and events to accumulate House points. Individual students can also continue to accumulate points for their House by following the student rules!

House Trophy

At the end of the year, the House with the most points wins the House Championship Trophy - and all of the honor and glory that comes with it!



Contact Information

5126 School Rd
Land O' Lakes FL, 34638

(813) 794-1500


FAX: (813) 794-1591

smes.pasco.k12.fl.us



 Sanders Memorial Elementary

 SandersSMES

 SandersSMES

Follow -US-



**Sanders Memorial
Elementary,
a STEAM
Magnet**

**Inspiring Today's
Leaders for
Tomorrow's
World**

Jason Petry
Principal
jpetry@pasco.k12.fl.us

Kim Hedgspeth
Assistant Principal
kfoster@pasco.k12.fl.us



Structure: Learner Active Technology Infused Classrooms @ SMES

Active technology infused classrooms (LATIC)

In all grades our students have a learner active technology infused classrooms with the use of a personal device. Through this learning approach, students are developing the 21st century skills that are needed for tomorrow's world. Technology enhances the content, not deliver the content.

In addition to the core curriculum, our STEAM program incorporates project and problem based learning, allowing our students to apply their knowledge and gain experience with these skills.



What is STEAM?

STEAM is an acronym for science, technology, engineering, arts, and mathematics. A STEAM school focuses on these subjects to prepare students for college, career, and life ready in the 21st century. Rather than teaching these subjects in isolation, they are woven into the core curriculum (language arts, social studies, music, arts, and physical education) through high impact learning instruction and learning in real world context.

A STEAM program is a pathway in which children obtain the 21st century skills needed to become future leaders and innovators of tomorrow. While supporting the core academic competencies, the STEAM program further students to be:

- Critical Thinkers/Problem Solvers
- Collaborators
- Creative Minds
- Communicators
- Compassionate



School Clubs



- Art Club
- STEAM Club
- Agriculture Club
- iPad Band
- Chorus
- STEAM Academy (4th-5th)



Curriculum @ SMES

We focus on the true integration of Florida State B.E.S.T. standards. Our three critical goals for instructional design are to engage students in learning; Build greater responsibility for student learning; and increase academic rigor. This design will be created through transdisciplinary units. Trans disciplinary units are methods to teach a unit across multiple cross-curricular disciplines (math, science, social studies, ELA).



Sanders Memorial Five Core Design Principles

Our design principles will be incorporated into every aspect of the Sanders Memorial operation and will support the advancement of teaching and learning for all students.

Students first: decisions will be made with the students in mind.

Positive relationships lead to positive outcomes: relationships within our school community are pivotal to our students' success.

Learners have voice and choice: empowering learners to take part in designing their experiences. **Falling forward:** building perseverance and grit will be key to learning.

Challenging the world through design: students learn by engineering solutions to real world problems.