STEP INTO STEM (MIDDLE SCHOOL ELECTIVE)

1. Materials

   Internet access, one-to-one computer use daily, and access to the LSU servers.

Reusable Hardware/Material	Recommended Unit	Cost/Unit
Various reusable material and hardware for projects	1 per classroom	$1,500
Consumables		
Various consumables for projects	1 per classroom	$500

   *Complete supply list can be found here.

2. Required software, networking access, and access to LSU servers
   - Students will need to sign up with online development and testing environments, including but not limited to codesandbox.io, jsfiddle.net, scratch.mit.edu and others.
   - Students will need access to YouTube instructional videos relevant to the course, as well as other educational video repositories.
   - Teachers will need to be able to access the LSU servers using several Internet protocols including but not limited to HTTPS and SSH.
   - Students and teachers will access the curriculum and teaching materials through Google Drive.
   - Principals will need to communicate with the district's information technology department to ensure that there are no technological restrictions that block access to the LSU servers in the lsu.edu, college-readiness.lsu.edu or stempathways.lsu.edu domains on any port. In addition to the sites mentioned above, students may need web access to additional sites as needed.
3. Required teacher collaborations

   Teachers will communicate with LSU instructors via emails, apps hosted on the LSU servers, and the band.us app. Teachers will need to share sample student work with their designated LSU Pathway Point-of-Contact.
4. Required administration of course content, pre/post test, and research instruments

   All required materials and instruments will be either in Google Drive or their location announced via email.
5. Course Work

   Teachers must present the course material in sequence or as approved by collaboration with the LSU Pathway Point-of-Contact. Teachers are expected to deliver a minimum of 80% of the course material.
6. Other

   As this is a project-based learning class, we strongly suggest that each section of the course be limited to a *maximum* of 25 students. The course is dependent on the teacher providing feedback and reviewing student code. The course requires that teachers have adequate time to interact with each student.