



Every day during circle time we emphasize the community we want to build with our scholars and staff. We encourage scholars to use their voice and value what they and their peers have to say.



## QUOTES

*From Maya Angelou*

“Bitterness is like cancer. It eats upon the host. But anger is like fire. It burns it all clean.”

“There is no greater agony than bearing an untold story inside you.”

“If you don’t like something, change it. If you can’t change it, change your attitude.”

## THIS WEEK IN NUMBERS

Individual Math Assessments Completed: 34

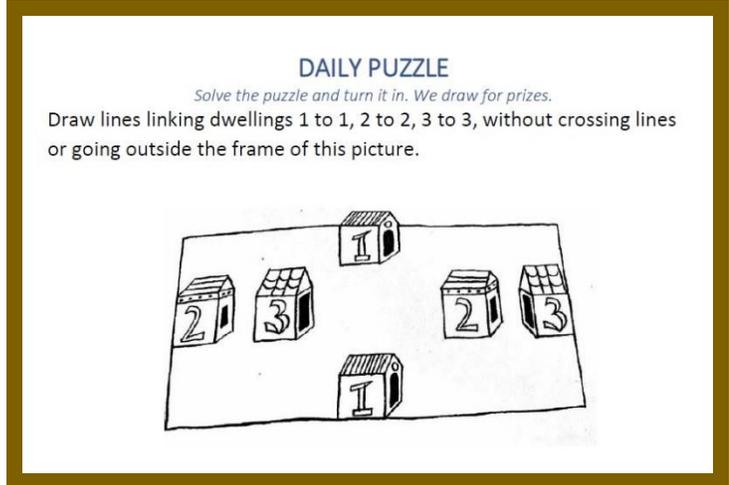
Math Games Played: 33

Science Experiments Conducted: 33

Average Standards Passed per Scholar: 6.2

Number of Puzzles Attempted: 9

Average Daily Attendance for STEAM: 24



## WELCOME BACK

By Rev. Sarah Bigwood

21st Century staff invite volunteers to come after dinner to work with scholars on their individual math learning goals. Volunteers also play math games and conduct science experiments. We call this our STEAM time.

This week was our first week back to STEAM time since our winter break. The scholars and the volunteers were very excited to see each other again. There were a lot of big smiles and rapid chatter.

Despite the excitement of these reunions, the scholars were very

diligent in their work and it was the most productive week we've had all year. The relationships we built last fall are bearing fruit already.

This spring we are adding a Word of the Day to the STEAM time. The Word is introduced to scholars by staff in the afternoon and evening volunteers attempt to use the word with scholars as often as possible.

Another new addition to STEAM time is the daily puzzle. These are fun little puzzles scholars can work on when they are finished with their STEAM work for the evening. Many of our scholars attempted the daily puzzle this week.

## WORDS OF THE WEEK

**Quotient:** The result when you divide one number by another.

**Product:** The result of multiplying two numbers together.

**Perseverance:** To keep at it even when something is challenging.

## STEAM HIGHLIGHT

### Levers

A lever is a machine used to increase force. A lever reduces the amount of energy you need to move an object. A lever has four parts: Arm, Pivot, Load, Effort

