Major Entrance Requirements

- Two Units of English
- Two Units of Math (must include Geometry or Algebra 2)
- Two Units of Science (must include Biology)
- One Unit of Physical Education

Application Process

- Apply online through Horry County Schools or the AAST website.
- Thoroughly complete the application before the deadline.
- If accepted, return the acceptance confirmation by the district deadline.

Vision

Realize the Possibilities

Mission

AAST is a Cognia whole school STEM certified school committed to preparing its students to be college and career-ready global citizens by fostering creativity, innovation, systematic problem-solving, and critical thinking through participation in rigorous and authentically collaborative academic and career experiences.



What is STEM?

STEM stands for Science, Technology, Engineering, and Mathematics. STEM is a philosophy of education embracing teaching skills and subjects in a way that resembles real life. STEM is about discovering and creating ingenious ways of problem solving, integrating principles, or presenting information. Instead of teaching courses in independent subject compartments, lessons are well rounded, project and inquiry based, with a focus on interdisciplinary learning. STEM education prepares students to explore and advance in their chosen STEM related career pathway to ensure they are college and career ready. Education is no longer about memorizing facts. STEM is about learning how to think critically, evaluate information, apply knowledge, and problem- solve to compete in the 21st century workforce.

Innovations in STEM Instructor

Melissa Timmons Mtimmons001@horrycountyschools.net

Guidance Counselors

Wanda Randall - NMB, GSF, LHS, AHS, MBH wrandall@horrycountyschools.net

Lacey Gordon - CFHS, CHS, SHS, SJHS lgordon@horrycountyschools.net

Administration

Kelly Wilson - Principal kwilson@horrycountyschools.net

Mariah Reiss– Assistant Principal mreiss@horrycountyschools.net

Horry County Schools does not discriminate on the basis of race, religion, color, national origin sex, immigrant status, English speaking status, or any other characteristic protected by applicable federal or Sc. I awin its programs or activities. For questions regarding the nondiscrimination policies call 843-488-6700, or write Horry County Schools, 335 Four Mile Rd., Conway, SC 29528



Innovations in STEM



The Academy for the Arts, Science, and Technology

895 International Drive Myrtle Beach, SC 29579 aast.horrycountyschools.net www.horrycountyschools.net

What is Innovations of Science and Technology?

Students are introduced to the core fundamental concepts of science and technology through authentic projects. Through these projects, students will develop an understanding of the relationship between the physical, biological and social world. Students will gain an understanding of the differences between science and technology, and learn that technology is a process for applying science.

Major Courses

Course 1: Nature of Science and Technology

Students will experience the interaction of science, technology, engineering, math and literacy through a problem-based learning environment.

Course 2: Core Applications of Science and Technology

Key concepts introduced in this course include sustainability and environmental trends, systems thinking, and trend analysis and prediction.

Opportunities

- Industry Standard certifications
- Local and Community mentors
- Innovation and research
- Field Experiences
- Project Based Learning



Career Exploration

Each of the six projects highlights careers in engineering. Students participate in interests and career exploration, research careers, interview professionals, and create career brochures. Several of the engineering careers investigated include: civil, geophysical, sustainable, environmental, mechanical, electrical, and structural.



Course 3: Impacts of Science and Technology

Students will explore how their predecessors worked to solve some problems that still exist today, and examine the potential of using modern technology to solve those problems.

Course 4: Creativity and Innovations

This course will allow students to brainstorm, use invention, innovation, creativity, predictive analysis and use technology to solve real-world problems.

Sample Innovative Projects

- The Science of Survival: How can we best use existing power sources found in the wilderness to create electrical power for modern communication devices?
- When the Levee Breaks: What is the best way to solve flooding while mitigating pollution?
- Stand and Deliver: What is the best way to design a bicycle anti-theft device for security situations affecting a university student?
- Toy Research and Development : How can a toy be redesigned to improve its safety, reliability, or durability?