



STEAM High School

2025

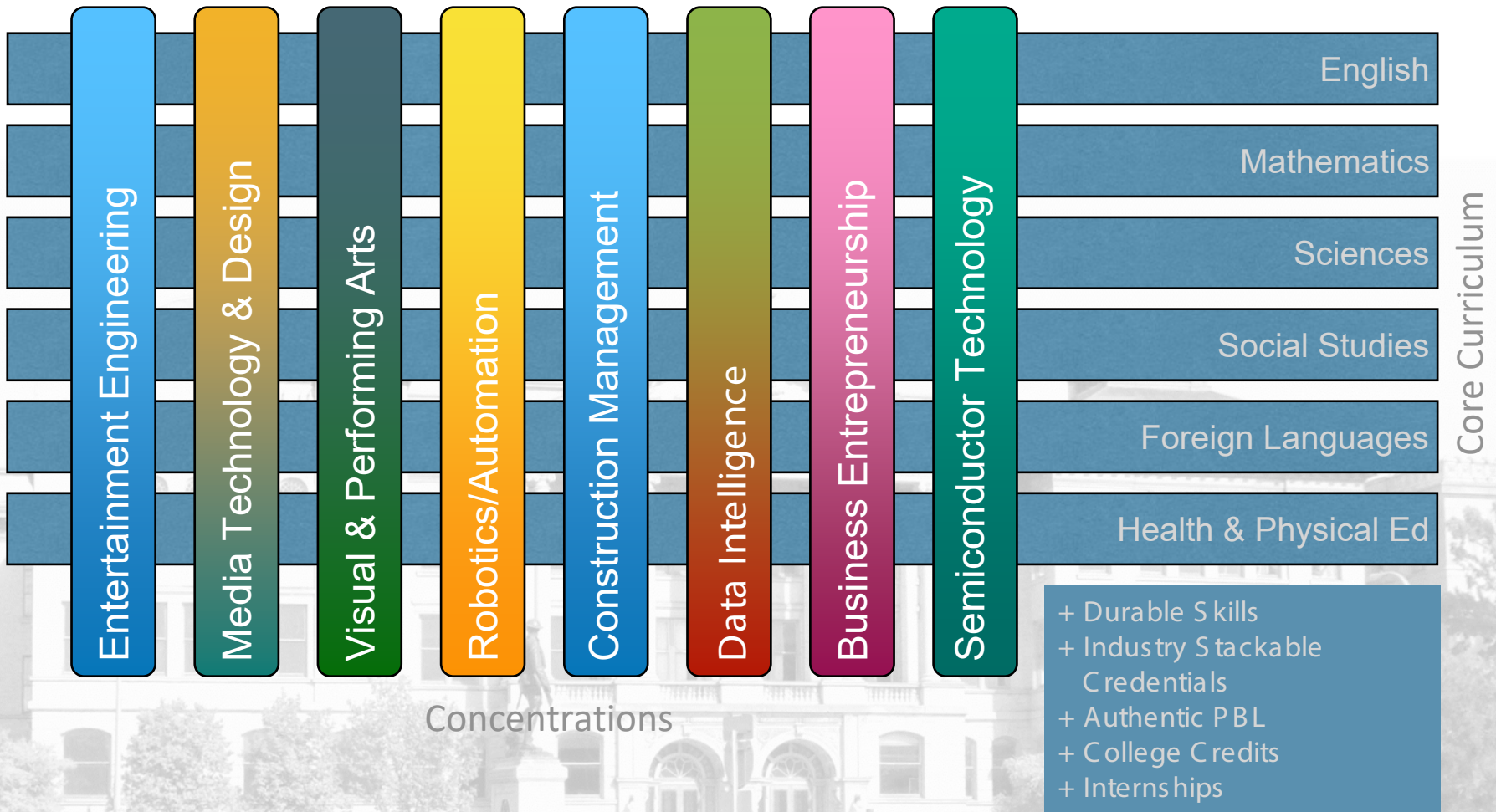
Purpose

1. Opportunity and Access
2. Employability Incubator
3. Local Economic Development Engine



HOW

Integrated Learning



Main Office



Entry / Security



Stair Tower



Dance Studio



Art Rooms



Art Rooms



Music Room



Music Room



Robotics/Automation



Robotic/Automation



Animation/Gaming



Emulated Cleanroom



Auditorium



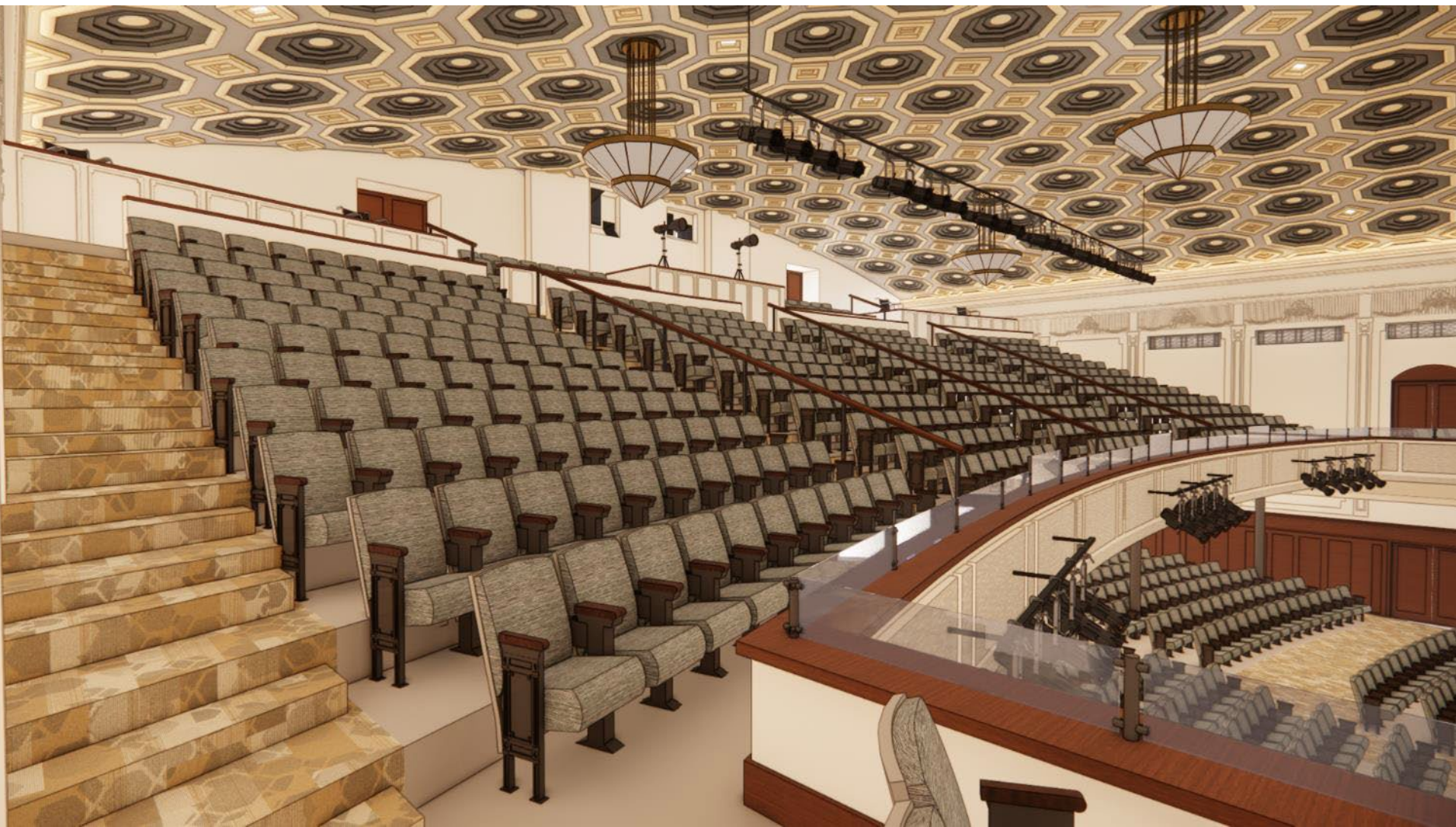
Auditorium



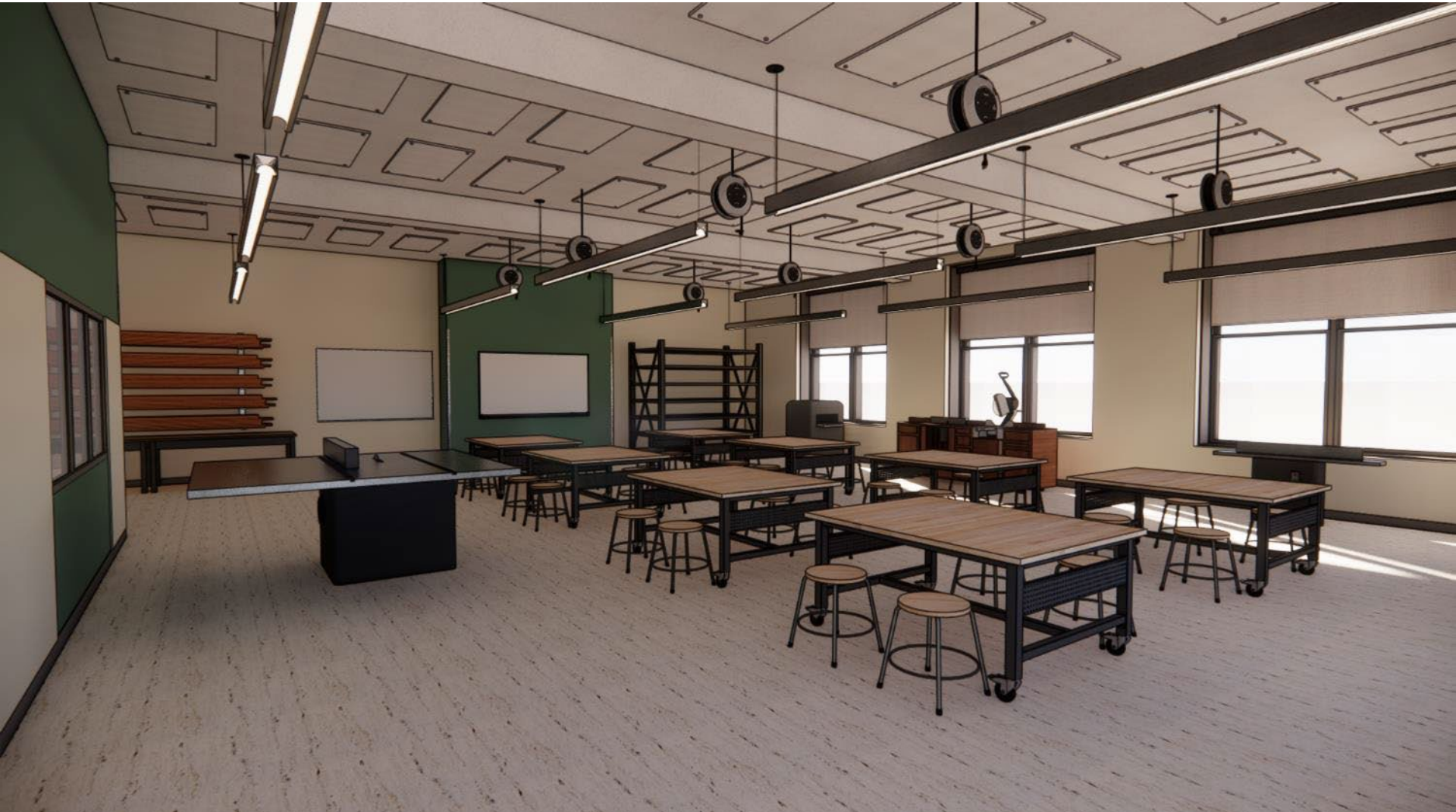
Auditorium



Auditorium



Entertainment Engineering



Audio Visual Production



Library



Library



Cafeteria



Cafeteria

