

CENTRAL NEW YORK'S FIRST

Science, Technology, Engineering, Arts & Mathematics High School





STEAM High School



The City of Syracuse, the Syracuse City School District, and Onondaga County are teaming up for the area's first-ever STEAM high school. It'll feature a STEAM-focused curriculum and is open to students from SCSD and any Central New York school district.

Endorsed CTE Program Concentrations (Majors & Minors)

- Business Entrepreneurship
- Construction Management
- Data Analytics
- Entertainment Engineering
- Animation & Gaming
- Robotics/Automation
- Semi-Conductor Manufacturing
- Technology
- Visual & Performing Arts

Key Points

- A NYS Public High School
- Open to Any Rising 9th Grader (2025-26)
- No Charge to Parents or Students
- BOCES Aidable
- State-of-the-Art Facility
- College Credits and Nationally Recognized Stackable Industry Credentials at No Cost to Students
- Internships + Mentorships

All high school students are eligible to participate.

- Baldwinsville
- Cazenovia
- Chittenango
- Cincinnatus
- Cortland
- DeRuyter
- East Syracuse
- Minoa
- Fabius-Pompey
- Fayetteville-Manlius
- Homer
- Jamesville-DeWitt
- LaFayette
- Liverpool
- Lyncourt
- Marathon
- Marcellus
- McGraw
- North Syracuse
- Onondaga Central
- Solvay
- Tully
- West Genesee
- Westhill
- City of Syracuse

Scan to Request More Information



Contact Jody F. Manning, Executive Director of the STEAM school, at jmanning@scsd.us, Dan Straub, Regional STEAM Principal, DStraub@scsd.us, or your child's school counselor for more information.



Regional STEAM High School

ANIMATION AND GAME DESIGN

The Career Field:

Employment in these areas is projected to grow 8 percent from 2022 to 2032, faster than the average for all occupations. About 9,400 openings are projected each year, on average, over the decade.

Projected employment growth will be due to increased demand for animation and visual effects in video games, movies, and television. Consumer demand will continue for more realistic video games, movie and television special effects, and three-dimensional movies. Additional special effects artists and animators will be required to meet increased demand for these enhanced visual complexities.

Furthermore, continued demand for computer graphics for mobile devices, such as smart phones, will lead to more job opportunities. Special effects artists will be needed to create animation for games and for mobile applications.

The Program:

This pathway is designed to prepare students for entry level careers or further education and training in professions that use visual art, digital media, and Web-based tools and materials as the primary means of communication and expression.

Students will develop skills in both visual art concepts as well as new and emerging digital processes in multiple types of media for multiple applications, including 2D and 3D computer animation, innovative video game design, digital photography, digital image editing, graphic design, website design, video and audio production and post-production.

Students will utilize the latest digital technology tools, such as Adobe Creative Cloud, Avid Pro Tools, Autodesk, video and gaming software, gaming engines, and open-source software for multiple digital media applications.



*Located at the corner of South Warren St.
and East Adams St. in downtown Syracuse*

ANIMATION AND GAME DESIGN

As they continue through the pathway:

Students will have the opportunity to earn micro credentials in digital applications, such as Adobe Certified Associate (ACA), App Development with Swift Certification, Avid Pro Tools Certifications, AWS Certified Cloud Practitioner, Certified Internet Web (CIW) Certifications, and Microsoft 365 Certifications to add to interactive digital portfolios of their work.

Gaming Industry data

- » 80% of teenagers are Gamers: 48% Female, 52% Male
- » Gamers are 3X more likely to pursue STEM related careers
- » In 2022, the Gaming industry revenue equaled 153.3 billion dollars
- » The gaming Industry offers 100+ high paying careers

Certificates and College Partners

- » Adobe Certified Associate (ACA)
- » Avid Pro Tools Certification
- » Onondaga Community College
- » Syracuse University
- » Mohawk Valley Community College
- » Elite Gaming
- » Five Peaks Animation
- » American Society of Theatre Consultants
- » CNY Jazz
- » USITT BACKstage
- » CNY Film Professionals

Career Opportunities

- » Webmaster and Developer
- » Film and Video Editor
- » Video Game Designer
- » Graphic Artist
- » Animator
- » Digital Media Photographer
- » Multimedia Application Developer
- » Social Media Specialist
- » Streaming Video and Digital Film Producer
- » Pro Gaming Player
- » Art Director
- » Esports Attorney
- » Public Relations
- » Network Engineer

Are you a natural technology problem solver? Do you like to be creative with coding?

Animation and Game Design at STEAM may be for you!





Regional STEAM High School

BUSINESS ENTREPRENEURSHIP

The Career Field:

An entrepreneur is an individual who creates a new business, bearing most of the risks and enjoying most of the rewards. The process of setting up a business is known as entrepreneurship. The entrepreneur is commonly seen as an innovator, a source of new ideas, goods, services, and business/or procedures.

Entrepreneurs play a key role in any economy, using the skills and initiative necessary to anticipate needs and bringing good new ideas to market. Entrepreneurship that proves to be successful in taking on the risks of creating a startup is rewarded with profits, fame, and continued growth opportunities. Entrepreneurship that fails results in losses and less prevalence in the markets for those involved.

Employment of Business Entrepreneurs and related occupations are projects to grow 10 percent from 2020-2030.

The Program:

The Business Entrepreneurship program will prepare students for careers and further education and training in the world of business. Students will learn concepts and techniques for planning entrepreneurial ventures, using design thinking and business model development. Students will learn about financial statements, marketing principles, sales and customer service, and basic economic principles for successful operation. Students will balance individual skills with group development skills including collaboration, communication, critical thinking, creativity, problem solving, perseverance, information literacy, technology skills, and digital literacy. They will develop awareness of motivating and supporting others including an awareness of diversity, ethical business practices and social responsibility. Students will pursue certification as Microsoft specialist in Word and Excel. This is a 4-year full-day New York State Education Career and Technical Education endorsed program.



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BUSINESS ENTREPRENEURSHIP

In this program you will:

- » Recognize that entrepreneurs possess unique characteristics and evaluate the degree to which they possess or can develop those characteristics.
- » Understand and implement design thinking and business model development.
- » Apply economic concepts when making decisions for an entrepreneurial enterprise.
- » Utilize financial concepts and tools in making data-based decisions.
- » Analyze how forms of business ownership, government regulations, global trends and ethics impact entrepreneurial ventures.
- » Demonstrate use of marketing principles and recognize importance for diversity, equity, and inclusion.
- » Implement a business plan and evaluate their failures leading to success.
- » Obtain relationships and mentorships with predominant leaders in the field.
- » Accrue on-campus and concurrent higher education enrollment credits.

Career Opportunities

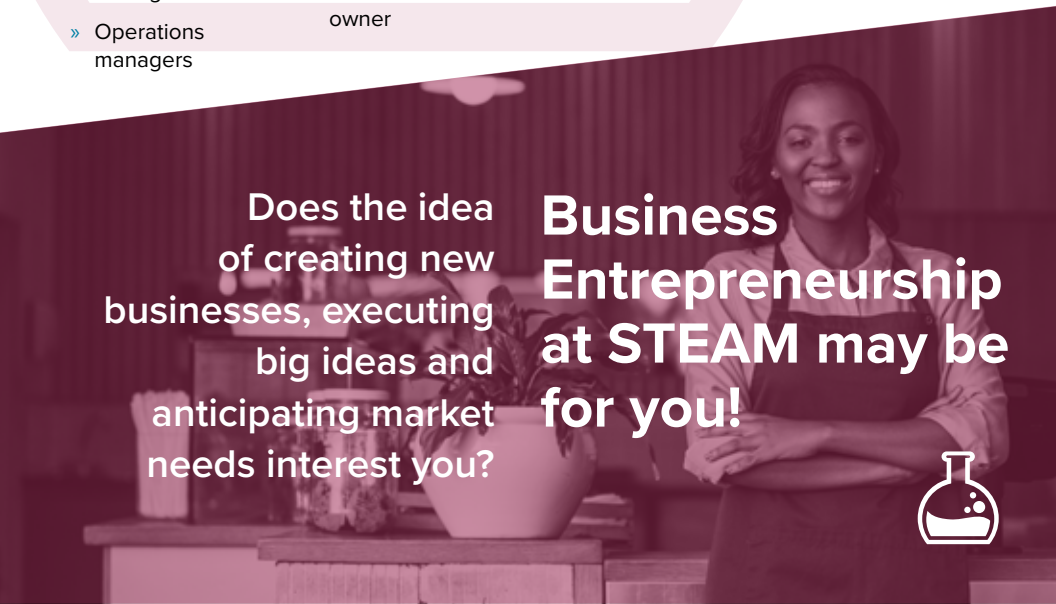
- » Entrepreneur
- » Intrapreneur
- » Chief executive officer
- » General managers
- » Business and development manager
- » Operations managers
- » Management analysis
- » Public organization manager
- » Manufacturing manager
- » Purchasing manager
- » Small business owner

Certificates and College Partners

- » Onondaga Community College
- » SUNY College of Environmental Science and Forestry
- » Syracuse University
- » Mohawk Valley Community College
- » Microsoft specialist: Word and Excel

Does the idea of creating new businesses, executing big ideas and anticipating market needs interest you?

Business Entrepreneurship at STEAM may be for you!





Regional STEAM High School

CONSTRUCTION MANAGEMENT

The Career Field:

Construction management controls the planning, design, and construction phases of a project. The Construction manager must oversee and ensure completion of every step from the beginning (pre-design concepts) to the final punch-out or closing of the project.

Employment of Construction Management occupations is projected to grow 8 percent from 2018-2028.

The Program:

Students in our program are prepared for careers and further education and training in the construction industry, especially the management of construction projects, such as construction manager, construction engineer, cost estimator, construction superintendent, scheduler, and construction inspector. It provides a balanced focus on technical construction knowledge, such as methods, materials, systems, and layouts, as well as managerial, financial, and planning skills necessary to complete construction projects successfully. This is a 4-year full-day New York State Education Career and Technical Education endorsed program.



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CONSTRUCTION MANAGEMENT

In this program you will:

- » Develop skills in all phases of the construction process during hands-on construction projects.
- » Develop critical thinking and leadership skills and participate effectively as a member of a team to identify and resolve risks and financial challenges, and monitor day-to-day activities.
- » Develop clear and accurate communication skills, and an awareness of issues around diversity, ethical business practices, and social responsibility.
- » Obtain certification in OSHA 10 safety protocols and in industry-standard Procore Construction Software.
- » Obtain relationships and mentorships with predominant leaders in the field.
- » Accrue on-campus and concurrent higher education enrollment credits.

Career Opportunities

- » Project Manager
- » Building Inspector
- » Code Enforcement Officer
- » Construction Manager
- » Contractor
- » Cost Estimator
- » Field Engineer
- » Heavy Equipment Operator

Certificates and College Partners

- » Onondaga Community College
- » SUNY College of Environmental Science and Forestry
- » Syracuse University
- » Mohawk Valley Community College
- » OSHA Safety Certification
- » PROCORE

Are you the kind of person that likes overall planning, coordination, and control of a project from inception to completion?

Construction Management at STEAM may be for you!





Regional STEAM High School

DATA ANALYTICS

The Career Field:

Data Analyst collects, cleans, and interprets data sets in order to answer a question or solve a problem. They can work in many industries, including business, finance, criminal justice, science, medicine, and government. Companies in nearly every industry benefit from the work of data analysts. The insights that data analysts bring to an organization can be valuable to employers who want to know more about the needs of their consumer or end user. Regardless of which industry they work in, data analysts can expect to spend their time developing systems for collecting data and compiling their findings into reports that can help improve their company. Analysts can be involved in any part of the analysis process. In a data analyst role, you could be included in everything from setting up an analytics system to providing insights based on the data you collect—you may even be asked to train others in your data-collection system.

Employment of Data Analyst are projected to grow 32 percent from 2020-2030.

The Program:

Students in our Data Analytics program will learn the fundamentals of data science, its currency in the job market, and its applicability to everyday life through hands-on projects with real-world datasets. Students will learn about the reasons why data is collected and the questions data analytics is used to answer. Students will be introduced to various ways of collecting data and the effect that data collection has on the interpretation of the patterns they discover. Students will learn methods to ensure that their data is accurate and reliable and will use various analytics and display tools to understand the data they have collected. Students will be introduced to fundamental mathematical and statistical models to analyze and predict future results. This is a 4-year full-day New York State Education Career and Technical Education endorsed program.



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DATA ANALYTICS

In this program you will:

- » Learn core statistical concepts and apply them to analyze both quantitative and qualitative data.
- » Utilize various computer applications such as Excel, programming languages like Python, R, SQL, C, C++, Scala, and Java and various visualization and dashboard platforms such as Tableau and Power BI.
- » Develop critical thinking and leadership skills as they collaborate effectively with a team to identify, analyze and present data.
- » Students will develop clear and accurate communication skills, and an awareness of issues around diversity, data ethics, and social responsibility.
- » Obtain relationships and mentorships with predominant leaders in the field.
- » Accrue on-campus and concurrent higher education enrollment credits.

Certificates and College Partners

- » Onondaga Community College
- » SUNY College of Environmental Science and Forestry
- » Syracuse University
- » Mohawk Valley Community College
- » Microsoft Office Specialist: Excel Associate
- » Microsoft Certified: Power BI Data Analyst Associate
- » Python, R, SQL, Scala, Java, C, C++, Power BI, and Tableau

Career Opportunities

- » Data Analyst
- » Business Analyst
- » Financial Analyst
- » Data Scientist
- » Data Engineer
- » Operations Analyst
- » Risk Analyst
- » Research Analyst
- » Data Journalist
- » Business Intelligence Analyst
- » Marketing Analyst
- » Transportation Logistics Specialist

Are you the type of person who can analyze raw data for insights and trends with the goal of discovering useful information?

Data Analytics at STEAM may be for you!





Regional STEAM High School

ENTERTAINMENT ENGINEERING

The Career Field:

Entertainment engineering is a pathway that ties together fine arts and technical skills; a hybrid of art/design and engineering. Study in this area can lead to jobs in a variety of environments and venues such as theater, recording studio, theme parks and cruise lines. A sample of possible careers include: set design, set construction, lighting design and technician, audio technician, theater production manager, house manager, stage manager, stage carpenter, costume designer, prop manager, drapers, scenic artists.

Employment of Entertainment Engineering related occupations are projected to grow 21 percent from 2020-2030.

The Program:

Students will learn techniques used by industry professionals through a project-based approach to instruction which incorporates direct experiences with technical theater skills and professionals. Key areas of instruction and experience include: elements of design; set design/dressing and construction; wardrobe and costume design and production; audio and lighting design and implementation; production, stage and front of house management; analysis of technical requirements. An internship and capstone project provides opportunity for direct experience implementing and synthesizing student knowledge and skills.



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ENTERTAINMENT ENGINEERING

In this program you will:

- » Demonstrate design and production skills.
- » Determine elements required from script or a plan and constraints of venue and budget.
- » Apply technical skills in scenery and prop construction, audio systems, lighting systems, wardrobe and costumes, and production, stage and front of house management.
- » Demonstrate clear and concise communication, leadership, critical thinking, problem solving, perseverance, creativity and teamwork skills.
- » Demonstrate an awareness of issues around diversity, professional ethics, and environmental responsibility.

Certificates and College Partners

- » Onondaga Community College
- » Syracuse University
- » USITT BACKstage (demonstrating knowledge and work readiness for technical theater)
- » OSHA 10 General Safety Certification
- » Power tool safety
- » Laddering safety
- » RedHouse Arts Center
- » Syracuse Stage
- » Visit Syracuse Film
- » Office
- » CNY Film Professionals

Career Opportunities

- » Set Design and Construction
- » Event Production Engineer
- » Visual Production Engineer
- » Lighting Design Engineer
- » Audio and Sound Engineer
- » Theater Production Manager
- » House and Stage Manager
- » Costume Designer
- » Prop Manager

Are you the type of person who'd rather be running the production, instead of being on the stage?

Entertainment Engineering at STEAM may be for you!





Regional STEAM High School

PERFORMING ARTS

The Career Field:

By earning a degree in performing arts, you can offer yourself professional opportunities for stage acting, work in movies, working with musicians and teaching. The performance arts industry is a huge and diverse field, offering many different opportunities for individuals looking to make a living through their creativity. From acting, to dancing, and broadcasting, there are a ton of career options for people who love to be on stage. Performing arts are an integral part of society. Whether you're a big fan of musical theater, opera, ballet, or jazz, the arts form part of our culture and add an enormous amount to it. A performing artist has a normal working week and normal working hours with regular breaks. The only difference from an office job is that the workplace changes each time that they perform for an audience at the very top of their field.

Employment of Performing Arts occupations is projected to grow 14% from 2020 – 2030.

The Program:

Students in our program will work in a professional environment and have opportunities to perform in the historic, fully renovated Lincoln Auditorium. Students will build their technical and expressive skills in the elements of music as applied to a band or orchestra instrument. They will develop their skills in both small group lessons and ensemble rehearsals. Students will learn the Eight Elements of Theater: participants, scenario, time, place, movement, costumes, sound and purpose. Through this framework, students explore theater through games, improvisations, acting, design and playwriting. Students can focus on Dance. This will include modern dance, jazz, African, tap, Flamenco, ballet, hip hop and the basic elements of choreography. Choral music will be offered to students. These performing ensembles allow students to create, perform, respond to and connect with the variety of vocal.



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PERFORMING ARTS

In this program you will:

- » Perform and showcase work in the historic Lincoln Auditorium
- » Compose and improvise melodic and rhythmic ideas or motives that reflect characteristic(s) of music or text(s) studied in rehearsal
- » Select varied repertoire to study based on interest, music reading skills, and an understanding of the structure of the music, context, and the technical skill of the individual or ensemble
- » Perform with expression and technical accuracy in individual performances of a varied repertoire of music

In this program you will:

- » Enrollment in Advanced Placement music and performing arts classes
- » Membership in Tri-M Music Honor Society and National Arts Honor Society

College Partners

- » Onondaga Community College
- » Syracuse University
- » Le Moyne College
- » SUNY Oswego

Community Partners

- » Redhouse Arts Center
- » Symphoria
- » Visit Syracuse
- » Gearhead Rentals
- » Everson Museum of Art
- » CNY Film Professionals

Career Opportunities

- » Actor
- » Screenwriter
- » Dancer
- » Arts administrator
- » Musical theater performer
- » Theater stage manager
- » Music therapist
- » Casting director
- » Teacher
- » Director
- » Theater director

Do you like to be front and center in a creative environment? Do you have a passion for performance?

Performing Arts at STEAM may be for you!





Regional STEAM High School

ROBOTICS/ AUTOMATION

The Career Field:

The robotics field has grown tremendously over the past few decades as society has achieved great technological progress. With advancements in engineering, software development and artificial intelligence, the robotics and automation industry has experienced enormous headway in terms of innovation. If you're considering a career in robotics and automation, there are a variety of exciting job options for you to consider.

Employment of Robotics and Automation and related occupations are projects to grow 10.5 percent from 2020-2030.

The Program:

Students will learn the fundamentals of robotic technologies, its currency in the job market, and its applicability to everyday life. Students will gain an understanding of how robotic technologies impact the environment, society, and the economy. Students will explore the manufacturing industry and the various activities that are required to create a product as a context for their work with robotics and automation. There will be an ongoing focus on workplace safety and essential skills in math and measurement. Students will learn the basics of how to design, program, and interface robotic and automated devices with computer systems. Students will study mechanical and electrical concepts, including sources of energy, electrical safety, identification and use of basic mechanical and electronic components, such as sensors, actuators, and effectors, and engineering design concepts, including computer-aided design, design testing, programming, and proper documentation of projects.



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ROBOTICS/AUTOMATION

In this program you will:

- » Explain and demonstrate the communication, leadership, and teamwork skills that professionals need to be successful.
- » Assemble and program an automated system.
- » Apply mathematical and physics concepts to the operation of robotic and automated systems.
- » Demonstrate how robotic and automated systems are controlled.
- » Identify the components of a FANUC Robotics System.
- » Program and control a FANUC Robotics System.

Certificates and College Partners

- » Onondaga Community College
- » SUNY College of Environmental Science and Forestry
- » OSHA 10 General Safety Certification
- » ToolingU/SME Certified Manufacturing Associate
- » FANUC Robotics Level 1
- » Rockwell Automation (Allen-Bradley) Programmable Logic Controllers
- » SOLIDWORKS CAD
- » Python and C++ programming languages

Career Opportunities and Potential Income

- » Electromechanical Technician:
\$78,650 *mean wage
- » Automation Technician:
\$78,650 *mean wage
- » Mechanical Engineer:
\$101,850 *mean wage
- » Robotics Operator:
\$50,000 to \$80,000
- » Robotics Engineer:
\$111,862 to \$148,404

Do you like creative problem solving with technology? Are you intrigued by the future of artificial intelligence?

Robotics/
Automation at
STEAM may be
for you!





Regional STEAM High School

SEMICONDUCTOR MANUFACTURING TECHNOLOGY

The Career Field:

Semiconductor technicians are highly skilled workers who test and manufacture semiconductor devices (which are commonly known as integrated circuits or microchips) being designed for use in many kinds of modern electronic equipment. They may also test samples of devices already in production to assess production techniques. They help develop and evaluate the test equipment used to gather information about the semiconductor devices. They assist in the design and planning for later production or help to improve production yields. Because of the need for an extremely clean environment, technicians are required to wear clean-suits (known as bunny suits) to keep dust, lint, and dirt out of the clean room where the production takes place. Changing into a clean suit is required for each and every entry to the clean room.

The Program:

This program prepares students for careers in the semiconductor manufacturing industry. Students will be trained on state-of-the-art industry standard equipment and work in a simulated clean room. The program is orientated for students to learn monitoring, sustaining, and improving equipment. During hands-on projects, students will perform technical tests and experiments in the simulated wafer fabrication area and set-up and master the use of semiconductor processing equipment. Students will develop a solid foundation in mathematics and physical sciences as well as technical knowledge and good problem solving and teamwork skills.



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STEAM Pathway

SEMICONDUCTOR MANUFACTURING TECHNOLOGY

In this program you will:

- » Learn to work in a clean room
- » Wafer fab processing techniques
- » Basic techniques to package a semiconductor component into a form that can be used in an electronic system
- » Uses test and diagnostic equipment
- » Perform electrical or mechanical troubleshooting
- » Dismantle, adjust, repair, and assembles equipment according to layout plans, blueprints, operating or repair manuals, rough sketches or drawings

Certificates and College Partners

- » Onondaga Community College
- » Syracuse University
- » Mohawk Valley Community College
- » OCC Electromechanical Certificate
- » OSHA 10 General Safety

Career Opportunities

- » Semiconductor Manufacturing Technician
- » Semiconductor Equipment Technician
- » Fab Manufacturing Technician
- » Semiconductor Engineer
- » Test Engineer
- » Etch Process Engineer
- » Material Handler
- » Operations manager
- » General manager

Are you interested
in how technology
will shape the future?
Are you skilled at
troubleshooting
electrical and
mechanical issues?

Semiconductor
Manufacturing
Technology at
STEAM may be
for you!





Regional STEAM High School

VISUAL ARTS

The Career Field:

A degree in Visual Arts can lead you to a thrilling career and life as an artist. Throughout your studies, you will be exposed to classroom courses in art history, theory and criticism alongside intensive studio experiences in drawing, print media, photography, time-based media, painting and sculpture.

Employment of Visual Arts occupations is projected to grow 14% from 2020 – 2030

The Program:

Students in our Visual Arts program learn skills in 2 Dimensional and 3 Dimensional art. They will explore development of various mediums, concepts, and philosophies which include drawing, painting and other creative 2D media, ceramics, sculpture, printmaking and other 3D media. Students will develop a portfolio highlighting their signature body of art work for college/career. Students will explore Art History learning about artists and artworks in all four artistic processes; Creating, Presenting, Responding, and Connecting.



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VISUAL ARTS

In this program you will:

- » Perform and showcase work in the historic Lincoln Auditorium
- » Observe, create and conceptualize a representation of an object
- » Create a piece of art based on color studies of monochromatic, analogous, complementary, warm and cool studies, neutrals
- » Create ceramic art with various techniques
- » Present a research based component

Program Highlights

- » Enrollment in Advanced Placement music and performing arts classes
- » Membership in Tri-M Music Honor Society and National Arts Honor Society

College Partners

- » Onondaga Community College
- » Syracuse University
- » Le Moyne College
- » SUNY Oswego

Community Partners

- » Redhouse Arts Center
- » Symphoria
- » Visit Syracuse
- » Gearhead Rentals
- » Everson Museum of Art
- » CNY Film Professionals

Career Opportunities

- » Architect
- » Archivist
- » Art Consultant
- » Art Editor
- » Art Gallery Director
- » Artist
- » Cartoonist
- » Cinematographer
- » Graphic designer
- » Photographer
- » Sculptor
- » Interior designer
- » Design assistant
- » Fashion designer
- » Set designer

Does creativity fuel you? Does design and your artistic eye play a role in your every day decision making?

Visual Arts at STEAM may be for you!



APPLICATIONS OPEN DECEMBER 15, 2025.
Visit www.XXXXXXXX.us to apply



SYRACUSE CITY SCHOOL DISTRICT
Department of Student Registration
Anthony Q. Davis, Sr., Superintendent of Schools

SYRACUSE STEAM HIGH SCHOOL
Application Form

Onondaga County, the City of Syracuse, the Syracuse City School District, Onondaga, Cortland, and Madison County (OCM) BOCES, and other partnering districts are collaborating on the region's first-ever STEAM High School. The high school will offer a rigorous academic curriculum with a focus on Science, Technology, Engineering, Arts, and Math.

Submission of the STEAM High School application does not guarantee placement. You must complete this STEAM High School Application and submit your application to your home school district counselor.

Please note: The application is not complete without parent permission and consent (see section 3).

SECTION 1: STEAM PROGRAM APPLICANT (ALL FORM FIELDS ARE REQUIRED - PLEASE PRINT)

Student First Name: _____ Student Middle Name: _____

Student Last Name: _____ Date of Birth: _____

Address 1: _____ Unit: _____

Address 2: _____

City: _____ State: _____ Zip: _____

Phone Number: (____) _____ - _____ Current Grade Level: _____

Primary Language Spoken in Household: _____

Gender Identity:

- Female Male Non-binary
 Non-conforming Genderqueer Gender fluid
 Prefer to self-describe: _____
 Prefer not to answer

Race/Ethnicity:

- American Indian or Alaska Native
 Asian Black or African American
 Hispanic or Latino Middle Eastern or North African
 Native Hawaiian or Other Pacific Islander
 White Other (please specify): _____
 Prefer not to answer

Academic Supports:

ELL: Yes No

IEP: Yes No 504: Yes No

Partnering District Information:

School Currently Attending : _____

District Currently Attending : _____

Are you submitting applications for multiple students in your family: Yes No

If **Yes**, you are required to submit a **separate application for each child**. Please list any additional children below for whom you are submitting an application. If **No**, please skip this section.

1) Student First and Last Name: _____ Date of Birth: _____

2) Student First and Last Name: _____ Date of Birth: _____

3) Student First and Last Name: _____ Date of Birth: _____

APPLICATIONS OPEN DECEMBER 15, 2025.

Visit www.XXXXXXXX.us to apply

SECTION 2: STEAM PROGRAM SELECTION (CHOOSE TWO, RANK YOUR CHOICES 1 AND 2)

Please select the program(s) that your child is interested in and rank your choices 1 and 2.

Below is a list of concentrations offered at SYRACUSE STEAM HIGH SCHOOL. Each student attending SYRACUSE STEAM HIGH SCHOOL will be enrolled in a concentration. **Students must select a first and second choice when applying.**

Each student applying is required to attend an in-person or virtual interview with SYRACUSE STEAM HIGH SCHOOL representatives. The meeting is designed to answer questions about the school, its academic classes, STEAM concentration, and to assess the students' interest and preparedness to attend SYRACUSE STEAM HIGH SCHOOL. The meeting will run approx. 15 minutes. Parents/guardians are welcome to attend but are not required.

Rank	Concentration	School
	Animation and Game Design	STEAM
	Business Entrepreneurship	STEAM
	Construction Management	STEAM
	Data Analytics	STEAM
	Entertainment Engineering	STEAM
	Performing Arts *	STEAM
	Robotic Automation	STEAM
	Semiconductor Manufacturing Tech	STEAM
	Visual Arts **	STEAM

***Students applying for the Performing Arts Concentration are required to take part in a showcase.**

The showcase is designed to assess the students' foundational skills in their performing arts specialty. The showcase can be scheduled in person, virtually, or students can upload a video. It should last no more than 10 minutes.

****Students applying to the Visual Arts Concentration are required to bring two pieces of art that they have created during middle school.**

SECTION 3: PARENT PERMISSION AND CONSENT (REQUIRED - By signing this form you give permission.)

- Print Parent/ Guardian Name *Required:* _____
- Parent/ Guardian Signature *Required:* _____ Date: _____
- Email *Required:* _____ Phone # *Required:* (____) _____ - _____
- I give SCSD consent to interview my child if I am unable to attend the Interest Interview: Yes No
- *Required* Are you a: SCSD District Employee Partnering District Employee Not Applicable
- Preferred Method of Communication: Email Phone Call

SECTION 4: SCHOOL SIGNATURE OF ACKNOWLEDGMENT (REQUIRED)

School Counselor Name _____ School Counselor Signature _____

School Principal Name _____ School Principal Signature _____

School Superintendent Name _____ School Superintendent Signature _____

SECTION 5: (OPTIONAL) APPLICATION COMPLETION ASSISTANCE

****For Official Use Only** Official Designee Submission Completion and Confirmation (Please Print)**

I, _____ am completing this form on behalf of _____.

official designee name parent/guardian name

I have received their permission to complete this form via an email, phone call or text message that I received on _____.

date of receipt

HOW DO WE PARTNER?

The STEAM High School serves as a conduit between students, public education, higher educational institutions, and industry leaders. Student learning at the STEAM school transcends the traditional classroom and provides experiential opportunities to develop today's students into tomorrow's leaders, innovators, and changemakers.

In an effort to provide our students with a strong competitive advantage, the STEAM School actively seeks collaborators' involvement in its work. Collaborators form the crucial community bonds that allow STEAM students to engage meaningfully with the world around them. Local businesses and organizations work with students to address pressing issues, provide hands-on practical experience, and engage with tomorrow's leaders. As a STEAM School collaborator, you'll support cutting-edge education while benefiting from STEAM students' innovative projects and creative solutions.

Opportunities include exploration, work-based learning, philanthropy, and sponsorship.

EXPLORATION

Job Shadow: A career exploration activity where a student follows an employee at a business for a short and/or long period to learn about a particular occupation or industry. This is an unpaid work-based learning activity.

Speaking Engagements: Collaborators are welcome to work with our workforce development coordinators to set up meaningful engagements via a series of talks or guest speakers. Guest speakers focus on various topics, from content specific to their business to general career advice.

Project Team Mentorship: Mentorship is critical to a student's long-term success. Mentoring through the STEAM School is done through volunteer-based efforts where a professional can share their experience on a project team working towards a common goal. This is an excellent opportunity for a professional to help students develop their technical skills as they explore their possible future careers. Project teams are offered in Entrepreneurship, Business Entrepreneurship, Construction Management, Data Analytics, Entertainment Engineering, Animation & Gaming Design, Robotics /Automation, Semiconductor Manufacturing Technology, Visual and Performing Arts, and many others.

Events: Events are an engaging vehicle to introduce students to a particular field. Events vary in length and format, from one to two hours to a full day.

Teacher Externships: Externships provide teachers with hands-on experience, giving them unique insight into the modern needs of industry today. An externship is an experience that can be

anywhere from one to six weeks. As part of the externship, a teacher works for a business partner and is immersed in the various facets of that industry-related field to understand that particular sector's needs better. This transformative learning is quintessential in preparing students for the jobs of tomorrow. Teacher externships typically occur during the summer or on breaks throughout the school year.

Expertise: Interested organizations can assist with providing industry knowledge to guide our content and curricula through content-specific advisory board membership or assisting with strategic business modeling for various areas of the STEAM School.

WORK-BASED LEARNING

Internship: A one-time, short-term experience relevant to the coursework/pathway students are pursuing. Depending on the employer, the experience can be extended beyond a one-time experience. Students seeking an internship may be in a professional setting or a school environment, depending on how the internship has been constructed. Students are evaluated and given feedback throughout the experience to ensure long-term professional development. Internships can be paid or unpaid while earning credit. Unpaid internships are categorized as a capstone, and students can receive high school credit for their participation.

Pre-Apprenticeships: Pre-Apprenticeships within the concentration provide the opportunity to learn. Work experience that is earned is directly transferable to future industry-relevant careers. The employer aims to recruit, train, and retain students who have invested their education in their respective space.

Work/Study: An opportunity to learn about the world of work while earning credit. This experience typically occurs during the school day and is part of the curriculum.

PHILANTHROPY

The STEAM School is proud to partner with grantmaking foundations, corporate social responsibility offices, and philanthropists to advance its mission. All philanthropic investments are customized based on an alignment of the vision and goals of the STEAM School and its partners. Size, area of focus, scope, and recognition benefits are also customized.

SPONSORSHIP

Throughout the STEAM School, we have various sponsorship opportunities, including but not limited to financial investments in STEAM School programming, naming rights to space, naming rights to events, and access to student design teams for product development, marketing exposure, and more.

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NOTICE OF NON-DISCRIMINATION

The Syracuse City School District hereby advises students, parents, employees and the general public that it is committed to providing equal access to all categories of employment, programs and educational opportunities, including career and technical education opportunities, regardless of actual or perceived race, color, national origin, Native American ancestry/ethnicity, creed or religion, marital status, sex, sexual orientation, age, gender identity or expression, disability or any other legally protected category under federal, state or local law.

Inquiries regarding the District's non-discrimination policies should be directed to:

Civil Rights Compliance Officer

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