

1 HR261  
2 192322-1  
3 By Representatives Morrow and Black  
4 RFD:  
5 First Read: 27-FEB-18

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8 COMMENDING LAWRENCE COUNTY HIGH SCHOOL ON  
9 OUTSTANDING PERFORMANCE IN THE GLOBAL CLASSROOM STEAM  
10 CHALLENGE.

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12 WHEREAS, commendations and congratulations are  
13 extended to Lawrence County High School on its participation  
14 in the Global Classroom STEAM Challenge; and

15 WHEREAS, Samsung Electronics America, Incorporate  
16 brought teachers and students from five countries together at  
17 the United Nations in New York City to find solutions for  
18 sustainable development issues around the globe; and

19 WHEREAS, Lawrence County High School partnered with  
20 international counterparts from Brazil, China, Korea, and  
21 Tunisia over a 10-week period to develop solutions to issues  
22 in their respective communities; and

23 WHEREAS, focusing on economic, environmental, and  
24 social issues, the students were challenged to work  
25 collaboratively to use STEAM (science, technology,  
26 engineering, arts, and math) skills to build out possible

1 solutions that align with the United Nations Sustainable  
2 Development Goals; and

3 WHEREAS, using a virtual classroom platform  
4 developed by IVECA, students worked in tandem with their  
5 international partner school to identify issues in their local  
6 communities, share perspectives and develop their  
7 presentations; and

8 WHEREAS, participants in the Global STEAM Challenge  
9 are students, James Huang, Erica McKelvey, Brady Cross, Alonzo  
10 Castro, Amelia Martines, Lauryn Robinson, Patti Ann Smith,  
11 Savannah Graham, Lauren Mayes, Thomas McCullough, Jacob  
12 Pearson, Paul Logston, Caleb Wilson, and Maggie Shelton, and  
13 teachers, BeLinda Cross and Amy Speegle; now therefore,

14 BE IT RESOLVED BY THE HOUSE OF REPRESENTATIVES OF  
15 THE LEGISLATURE OF ALABAMA, That in recognition of their  
16 outstanding achievement, Lawrence County High School is highly  
17 commended, and this resolution is offered in tribute to the  
18 Global Classroom STEAM Challenge team with best wishes in all  
19 future endeavors.