



OREGON  
DEPARTMENT OF  
EDUCATION



## Organization

Backbone Organization: Multnomah ESD  
Counties in Region: Eastern Region of Multnomah  
Sq. Miles in Region: approx. 325  
TEM Hub Director: Jarvez Hall  
Email: [jhall@mesd.k12.or.us](mailto:jhall@mesd.k12.or.us)  
Website: [eastmetrosteam.org](http://eastmetrosteam.org)  
Podcast: [eastmetrosteam.podbean.com](http://eastmetrosteam.podbean.com)

## By the Numbers

School Districts	6
Students	39,014
Educators Participating in PD	6
Educator Hours in PD	125
Students Participated in Programs	422
Hours of Programming Offered	71
Student Hours in STEM Programs	4,442

## STEM School Transformation: Building Sustainable School-Wide Excellence

STEM School Transformation, initially led by Portland Metro STEAM Partnership and expanded across Oregon communities, reached East Multnomah County this past biennium. Three elementary schools participated: Sweetbriar Elementary, Davis Elementary, and Troutdale Elementary.

This initiative uses STEM education as the foundation for lasting school-wide transformation at the elementary and middle school levels. While many Oregon administrators and classroom educators have created pockets of STEM excellence, ensuring these efforts extend beyond individual educators or administrators requires cultivating a comprehensive school-wide STEM culture that persists beyond any single employee's tenure.

Sweetbriar Elementary exemplifies this transformation. Using program funds, the school converted a room into a dedicated STEM Lab equipped with various supplies and equipment. Students participated in educational experiences with Architects In Schools and OMSI directly on campus, while family STEM nights extended learning beyond class time to involve families and the broader community.

The impact of this work at Sweetbriar Elementary and their new STEM Lab is featured in the Oregon STEM Video Series, viewable on YouTube at <https://tinyurl.com/emsp-sweetbriar>. Through sustained investment and comprehensive engagement, STEM School Transformation builds institutional capacity that ensures STEM excellence becomes embedded in school culture, reaching all students regardless of classroom assignment or staff changes.



## Student Financial Challenge: Building Real-World Financial Skills Through Gamification

East Metro STEAM Partnership (EMSP), through Oregon Math Project work, introduced the Student Financial Challenge for students and educators in East Multnomah County. The scalable online platform enables quick expansion to other communities, with participation extending beyond East Metro during the pilot.

EMSP uses experiential learning and gamification to provide simulated, real-world opportunities for students to apply financial algebra principles and financial literacy concepts. The platform combines a Budget Game—where students manage debit and credit cards, checking/savings/credit card accounts, pay bills, and build emergency funds—with a Stock Market Game offering simulated trading of stocks, bonds, ETFs, crypto, and mutual funds.

Educator response has been enthusiastic. Olivia Green of Gresham High School stated, "Absolutely! It was a valuable experience for my students." A teacher at Rivercrest Academy, a school serving students in recovery from substance use disorders, noted, "Love these kinds of challenges to engage students!" The 2026 Challenge introduces significant enhancements: participating students will be eligible to test for the Intuit Personal Finance Certification, a nationally recognized credential. EMSP is also partnering with Financial Beginnings to provide additional curriculum, professional development for educators, and expanded learning opportunities. Together, these initiatives equip students with essential financial skills and resume-ready credentials for future success.

## Breaking Barriers Through Esports: Where Gaming Meets STEAM Learning

The East Metro STEAM Partnership (EMSP) is transforming education through an innovative Esports League in collaboration with the Boys & Girls Club of Portland. While video gaming is often viewed simply as entertainment, esports engages students in meaningful STEAM learning spanning computer science, coding, storytelling, and artistic expression.

Through competitive gaming, students build and analyze systems, develop strategies, and apply computational thinking while strengthening social-emotional skills. The league provides opportunities for students who may never have participated in traditional teams to collaborate, practice communication and leadership, and manage competition in healthy ways. For youth who haven't always seen themselves



represented in technology or traditional sports, esports opens new pathways for belonging, confidence, and growth.

Each spring, EMSP hosts the annual Esports Expo and Championship, connecting students with industry, educational, and community partners. This past spring, Boys & Girls Club students—many participating in statewide competition for the first time—engaged with colleges and tech professionals while competing at high levels.

The impact is lasting. Months later, one student asked, "When are we doing the Esports event again?" This simple question demonstrates the program's profound effect. EMSP's Esports League makes STEAM learning accessible, relevant, and exciting, connecting young people with skills and confidence needed to thrive in our rapidly changing digital society.