SOTA II is a multi-age middle school for 6th, 7th, and 8th grade students. Our educational structure combines two distinct learning modalities: technological and artistic.

SOTA II follows a course of study where there is a place for the integration of arts and technology in all core content.

SOTA II utilizes the ISTE standards for students and teachers, STEAM (Science, Technology, Engineering, Art, and Mathematics) instructional best practices, as well as 21st Century skills instruction.

Our guiding principals are built around the marriage of technology and arts through thematic instruction woven around craft, design, and creativity.
SOTA II began operation in the fall of 1997 as a middle school of choice and currently serves approximately 45 students in grades 6-8.

Studies link the active learning of an art form to increased student motivation and the ability to learn other skills like reading, mathematics, and writing.

Research has also linked participation in the arts to such positive outcomes as increased student participation in community service and appreciation of cultural differences.

Similar research indicates that a wide range of computer technologies support the development of advanced thinking, analyzing, and synthesizing skills.

SOTA II uses technology and the arts as tools for integrating learning of core subjects into thematic units.

This method of curriculum delivery takes into account individual student interest and skills and allows students a different way to show their learning.

SOTA II extends the learning experience of SOTA I to emphasize the importance of social and emotional learning, community building, and teamwork.

SOTA II students will:
• Become active, life-long learners.
• Explore, take risks, and persevere to transform challenges into opportunities for learning.
• Mentor each other in a multi-age environment.
• Collaborate on products, performances, and processes that enhance their learning.
• Show an appreciation of diversity in life and in work.

SOTA II teachers will:
• Develop rich learning environments.
• Craft personally relevant student experiences.
• Facilitate the transformation of experimentation, failure, and creativity into learning.
• Model the components of the project process: goal setting, collaborative communication, creation, reflection, and innovation.

www.lacrosseschools.org/sota-ii