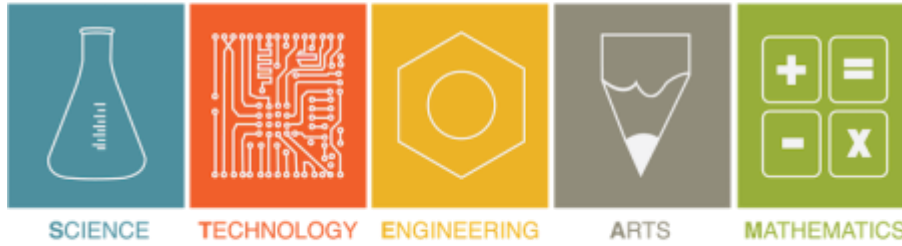


CEISMC @ GEORGIA TECH 2018



STEAM LEADERSHIP CONFERENCE

Activate. Engage. Produce.

March 22nd – 23rd 2018

Georgia Institute of Technology, Atlanta, Georgia.

CALL FOR PROPOSALS

The CEISMC @ Georgia Tech 2018 STEAM Leadership Conference is approaching. We are planning an engaging and inspiring array of experiences for STEAM leaders for our 2nd annual conference, and we want to hear from you. We invite you to help lead the conversation by submitting proposals to share your innovative ideas.

AUDIENCE

STEAM decision makers – superintendents, curriculum coordinators, principals, academic coaches and content specialists. Teacher leaders and artists can be included.

CONFERENCE THEME

This year's theme – **Activate. Engage. Produce.** – refers to the vital stages of effective STEAM implementation and quality STEAM instruction. The process begins with planning for innovation, courage to shed conventions and a desire to do something exciting. The strength of STEAM lies in connecting the necessary components: stakeholders and advocates, curriculum and personnel, tools, resources and cross-curricular concepts. Finally, the beauty and potential of STEAM are realized through the articulation of new ideas and new ways of doing things.

DEADLINES

Deadline for proposals: **December 22, 2017.**

Notification of acceptance: **January 8, 2018.**

SUBMISSION WEBSITE

Submit a proposal at <http://tinyurl.com/GTsteamproposal> .

For questions or more information please email: steamleadership@gatech.edu

CONFERENCE STRANDS

- **Logistics**

Sessions in this strand address common organizational and logistical hurdles that arise when implementing STEAM programs and provide useful tips and strategies to successfully overcome these challenges.

- **Curriculum**

Sessions in this strand address how to build an effective aggregate of courses and educational materials that thoroughly encompass the components of STEAM education.

- **Innovative lessons**

Sessions in this strand feature novel, exemplar STEAM lessons from the field and demonstrate effective pedagogy and STEAM delivery.

- **Meaningful arts integration**

Sessions in this strand will focus on techniques that emphasize the importance and relevance of the "Art" component of STEAM.

SESSION TYPES

Engaging hands-on workshops – 60 or 90 minute sessions, 1 – 2 presenters.

Leaders participate in immersive learning sessions that emphasize learning-by-doing, while giving participants the chance to discuss in depth approaches to challenges they are facing in order to share solutions and learn strategies. Participants can expect to leave with tools, plans, or products they can immediately use.

Thought provoking panel discussions – 60 minute sessions, 3 – 4 panelists.

Conversations that spotlight first steps and next steps, decisions and policies, hurdles and triumphs – from leaders in the field, at varying levels of STEAM implementation. Panel discussions are crucial opportunities to investigate the thought processes and best practices used to initiate and advance either school or district STEAM focus.

Topics may include:

- Overcoming the differing challenges in elementary, middle and high school.
- Succeeding against obstacles in urban, suburban and rural settings.
- Stumbling blocks and solutions in the STEAM certification process.
- The advantages of teamwork and shared vision for leaders at varying levels (district, school, department and classroom) in STEAM implementation.
- Other topics of particular interest to STEAM leaders.

Proposals should indicate the topic and identify the panelists, while providing a context for the discussion and anticipating questions and dialogue between panelists and attendees. Panelists should be able to speak from first-hand experience in the topic discussed.

Inspiring TED talks – 15 minutes, 1 speaker.

These brief, powerful stage talks are designed to celebrate and share breakthrough experiences in STEAM implementation – impressive programs and exemplary lessons. Outstanding talks balance anecdotes and reproducible strategies, providing attendees with ideas to serve as catalysts in their own planning. Talks will follow the TED format.

Captivating performances – 30 or 60 minutes, individuals or groups.

Lesson focused performances that showcase meaningful arts integration. Proposals should clearly demonstrate how artistic expression enables individuals to interact with STEM concepts. There should be clear evidence of curricular adherence. Additionally, the proposal and performance should incorporate an explanation of the process, from planning to execution, of achieving STEAM cohesion. Preference will be given to performances that include validation of improved student learning. Also, where feasible, videos submitted along with the proposal will be helpful in evaluating the performance.

SELECTION CRITERIA

Priority will be given to proposals that meet the following criteria.

- The proposal should convey novel ideas.
- The main ideas given in the session should be clear and concise.
- The session should provide attendees with an idea that they can either implement or build off of.
- The proposal should connect to the conference theme (Activate. Engage. Produce.)
- The proposal should demonstrate integration of STEAM components (science, technology, engineering, art & math).

*All presenters must register and pay for the conference. Presenters are also responsible for their own travel and accommodations.

