

CEISMC @ GEORGIA TECH 2020



SCIENCE

TECHNOLOGY

ENGINEERING

ARTS

MATHEMATICS

STEAM LEADERSHIP CONFERENCE

CALL FOR PROPOSALS

The CEISMC @ Georgia Tech 2020 STEAM Leadership Conference is approaching. We are planning an engaging and inspiring array of experiences for STEAM leaders for our 4th annual conference on **April 20-21, 2020**, and we want to hear from you. We invite you to help lead the conversation by submitting proposals to share your innovative ideas.

CONFERENCE THEME: Quite Like You: Accessing Humanity In The STEAM Classroom

National Book Award winner Jacqueline Woodson starts her book, *The Day You Begin*, with the line, "There will be times when you walk in a room and no one there is quite like you." These powerful words echo the daily experiences of millions of children around the country when they walk into school. Fortunately, we know when done right, the STEAM classroom can become a safe haven for children, where their unique gifts are seen as contributions to the class, not deficits. This year's conference seeks to highlight projects, curriculum and tools that engage attendees in thoughtful discussions centered around the deep impact that can be made when humanity lives at the center of our work in STEAM.

AUDIENCE

STEAM decision makers – superintendents, curriculum coordinators, principals, academic coaches, content specialists, teacher leaders and artists.

DEADLINES

Deadline for proposals: **January 31, 2020**.

Notification of acceptance: **February 7, 2020**

SUBMISSION WEBSITE

Submit a proposal at: https://gatech.co1.qualtrics.com/jfe/form/SV_eguQer3tgrDMUAJ

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

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

SELECTION CRITERIA

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

- The proposal conveys novel ideas.
- The main ideas given in the session are clear and concise.
- The session is designed to meet the needs of the target audience and provides attendees with an idea they can either implement or build off of.
- The proposal connects to the conference theme (Quite Like You: Accessing Humanity in the STEAM Classroom)
- The proposal demonstrates authentic integration of STEAM components (science, technology, engineering, art & math) with a specific emphasis on the integration of the arts.

CONFERENCE TRACKS

From Local to Global: STEAM as a Location for Social Justice

As our world becomes more interconnected, it is critical that students engage with both local and global challenges that are important to them. What if a 6th grader with asthma could research the impact of climate change on air quality and expresses her findings through dance? What if a high school student whose community has been impacted by gentrification created data painting to highlight his community's changing demographics? What are important causes and communication channels for the 21st century activist, and how can our STEAM classroom give students the opportunity to shape their own futures? This track will showcase projects where students are exploring how they can change the world through engaging and authentic STEAM curriculum.

Mirrors and Windows: Using STEAM to Reach All Children

Educational leaders are charged with creating more inclusive STEAM schools and districts. Successfully meeting this charge requires creating STEAM classrooms that are mirrors and windows for all students. Classrooms like this reflect back to students their own culture as well as allow them to learn and engage deeply with the cultures of others. Are your STEAM classrooms representative of the entire population you serve? Do all children see themselves in the STEAM curriculum? This track will offer sessions that share strategies, projects and curriculum that intentionally engage, highlight and celebrate a variety of cultures, abilities and genders in the STEAM classroom.

The First Step is Empathy: Meaningful Compassion in the STEAM Classroom

The first step in the design thinking model from Stanford's [d.school](#) is empathy. Unfortunately, this foundational component of design is often overlooked or rushed through. However, they write, "A great design challenge starts with an evocative and meaningful empathy experience." How do we ensure that empathy stays at the core of STEAM classrooms? What are innovative ways to help students step out of their comfort zones and into the lives and experiences of others? This track will offer sessions that share ideas, strategies and success stories for developing empathy in the STEAM classroom.

From STEAM to STREAM: The Power of Literacy in Re-humanizing STEAM

Whether students are writing books to communicate their solutions, using their words to express their ideas, or using literature as a launch pad for identifying and exploring complex problems, literacy is a key component of the STEAM classroom. How do we help students understand the role of communication in project design? How can literacy be used as a vehicle for humanizing the audiences we design for? This track will explore concepts like novel engineering, storytelling, and other creative ways to integrate literacy into the STEAM classroom.

SESSION TYPES

Engaging hands-on workshops – 90 minutes

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.

Half-Day Intensive Workshop - 3 hours

For the first time we are offering the option to host a 3 hour workshop that allows participants to dive deeply into one topic. Each mini-course will be limited to no more than 30 participants, and pre-registration will be required. All mini-courses will be held on Day 2 of the conference, April 21, 2020. Participants will expect to engage in rich dialogue and to leave with tools, plans, or products they can immediately use.

Thought provoking panel discussions – 60 minutes

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. 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 talks – 30 minutes

These 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.

Captivating performances – 30 minutes

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.