CALL FOR PROPOSALS

The STEAM Leadership Conference 2022 at Georgia Tech will provide an inspiring array of experiences to build and engage STEAM leaders for our 6th annual conference on March 14-17, 2022, 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:
STEAM with Purpose
Moving with a purpose can be dynamic, uplifting, and powerful. It can motivate and provide growth. As we navigate these times, how do we take focused standards and build in STEAM fluencies?
Attending the conference this year you can expect to:

- Be Empowered to connect your curriculum and foster student engagement and workplace readiness;
- Emphasize Opportunities to build upon 21st century skills through lived experiences in the classroom;
- Revolutionize STEAM learning; and,
- Reignite your excitement and passion for success in the classroom.

AUDIENCE
STEAM decision makers – school leadership, curriculum and after school coordinators, informal educators, principals, teacher leaders and artists.

DEADLINES
Deadline for proposals: January 5, 2022 at 11:59 pm
Notification of acceptance: January 31, 2022

SUBMISSION WEBSITE
Submit a proposal at: https://gatech.co1.qualtrics.com/jfe/form/SV_eJoO2HKszdXFVDU
For questions or more information please email: steamleadership@gatech.edu
*All presenters must register for the conference.
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, “STEAM with Purpose”.
- The proposal demonstrates authentic integration of STEAM components (science, technology, engineering, art & math) with a specific emphasis on the integration of the arts (Check out the GADOE Arts Integration in STEAM Resource Overview)
- The session is designed to effectively engage a virtual audience.

CONFERENCE TRACKS

STEAM Crossover: Connecting the Three R’s
“Reading, writing and arithmetic” A phrase first coined in the 19th century and over the years these 3 essentials have driven classroom lessons. Times have changed and, while the three R's have a place, we also need to adapt to the needs of the 21st century. With demand growing in STEAM jobs, teachers need to move students past basic knowledge and allow them to be able to apply information in a practical way. Both problem-based learning and integrative approaches to STEAM learning have the ability to move past basic literacy and arithmetic and spark students’ curiosity and creativity to innovate, communicate and solve problems. This track will offer sessions that focus on how you are intentionally promoting math and literacy skills. How do you effectively utilize integrative approaches? How can we use STEAM to build upon educational practices?

For the Community, By the Community
Just as our experiences help to define who we are, the strategies we utilize to educate students impacts how well they learn and retain the material put before them. Through the use of experiential learning, students not only play an active role in their own education, but are better poised to make lasting connections between seemingly abstract concepts and the real world. This track will feature sessions that highlight a variety of experiential learning strategies (project based learning, community service, internships, etc.) utilized in the classroom that foster deeper learning opportunities for students and greater connections to the communities they call home.

Innovation Station
As new technologies like artificial intelligence (AI) and virtual reality (VR) transform our world at a dizzying pace, the future requires a workforce that is ready to adapt. Incorporating cutting-edge technology like AI into K–12 classrooms can be useful in engaging students but can be challenging for educators to design meaningful lessons. This track will explore integrating cutting-edge technologies in the K-12 classroom and other innovations in STEAM education.

A Culture of Belonging
Time apart from the physical classroom has left many students and educators reacclimating to in-person instruction after a year and a half of remote learning. While creating a sense of normalcy has been the goal of many, we also need to think of the ways to reaffirm our classrooms as “places of belonging”. Taking into account how the pandemic has not only changed our lives, but the lives of our students, how do we create classroom cultures that are safe and inclusive of all students? This track will feature sessions that highlight the importance of classroom culture and strategies to increase student belonging in virtual, hybrid, and in-person classroom environments.
SESSION TYPE
The CEISMC @ Georgia Tech STEAM Leadership Conference has moved online! This year, all presentations will be limited to 15 minutes. Also, we are asking that all presentations be limited to 2 presenters maximum.

Accepted proposals will be grouped with similar sessions to create engaging panels. Breakout Q & A sessions will directly follow the last panel member’s presentation. Presenters do not need to account for Q & A during their presentation. We encourage any presentation format that is most engaging for an online audience.