CALL FOR PROPOSALS

The CEISMC @ Georgia Tech 2021 STEAM Leadership Conference is approaching. We are planning an engaging and inspiring array of experiences to build and engage STEAM leaders for our 5th annual conference on **April 15-16, 2021**, 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:
The Path Forward: Leveraging STEAM Education in an Evolving World

Albert Einstein once said, "The world as we have created it is a process of our thinking. It cannot be changed without changing our thinking". From global changes to 21st century workplace ecosystems, the world is evolving at a rapid pace. These changes have encouraged schools to adapt and reimagine STEAM education. The path forward to make progress has led educators to pitch new ideas and develop mindful designs with the goal to not only raise academic achievement for the next generations but also increase their resilience and civic responsibility.

Have you found solutions or created innovative ways of leveraging immersive technology, community partnerships, citizenship and diversity for the betterment of STEAM education? How does STEAM drive your progress? Has STEAM opened your mind to new possibilities? This year's conference seeks to build leaders through the engagement of educational pathfinders-- that are changing the way people think, by fostering and designing authentic STEAM learning experiences through remote, blended, informal, or hybrid learning.

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

DEADLINES
Deadline for proposals: **January 10, 2021 at 11:59 pm**
Notification of acceptance: **February 10, 2021**

SUBMISSION WEBSITE
Submit a proposal at: https://gatech.co1.qualtrics.com/jfe/form/SV_7R7OjYlF0lrF3aR
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 (The Path Forward: Leveraging STEAM Education in an Evolving World)
- The proposal demonstrates authentic integration of STEAM components (science, technology, engineering, art & math) with a specific emphasis on the integration of the arts.
- The session is designed to effectively engage a virtual audience.

CONFERENCE TRACKS

Making the Informal Formal

Informal educational practices are nothing new to institutions like Zoos and Aquaria, Nature Centers, and cultural museums. For many of us, we have had to pivot from "our Traditional classroom" to invent new ways to have an impact in a non-formal world. This track will offer sessions that focus on real learning happening out of the confines of the classroom. How does the impact of a global pandemic affect educational progression? How can we use STEAM to build upon informal citizenship, community engagement and activism?

The Power of Community Partnerships

Recently there has been a major push to spark students' interest in STEAM careers. Connecting, collaborating and innovating programs that engage both the community and business partners with practicing teachers, K12 students, university faculty and students is the future. Findings suggest that building these partnerships innovate expansions in skill sets, resources and expertise further enhance our ability to build the STEAM education pipeline. This track will focus on the way partnerships have helped improve STEAM education. In order to improve and move the needle how can we make systemic and sustainable changes in STEAM partnerships? How can school systems overcome partnership challenges and create new possibilities? In what ways can you inspire others to participate in more community-based engagements?

Project CITIZEN: STEAM Education, Equity, and Access

To be effective citizens in the 21st century, our students must be well-informed, responsible, respectful, and active participants in society. STEAM education, through it's interdisciplinarity, can be an avenue to get students prepared to use their voice and act as proactive change agents in their communities. This track will offer sessions that focus on access to equitable STEAM education and civic engagement. How can we create equitable STEAM education through a civics-oriented lens? In what ways does civic engagement live inside your STEAM classroom, both in person or virtually? How can STEAM education foster civic engagement in the lives of students?

Fusing Social Justice and STEAM

Amidst COVID-19, Black Lives Matter (BLM) gained traction and made an international appearance on the global stage. As educators, we would be remiss not to acknowledge the impact of social movements, like BLM and March For Our Lives, on our students and school communities. This track will offer sessions focused on implementing social justice pedagogy and praxis into STEAM education. How can we, as STEAM educators, help our students contextualize their current lived experiences and make sense of the world around them? How can STEAM

education empower students to embrace their differences and gain new perspectives? What strategies are most effective in infusing social justice into STEAM education?

SESSION TYPES

The CEISMC @ Georgia Tech STEAM Leadership Conference is moving online! When choosing your session type, consider which option is most effective for your presentation, and what will be most engaging for the audience.

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.

Thought provoking presentations/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. Presentations and 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 participants, while providing a context for the discussion and anticipating questions and dialogue between participants and attendees. Participants 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.

Artist talks and performances – 15 - 30 minutes
Lesson-focused performances and artist talks 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.

Open mic - student presentations/performances – 5 - 10 minutes*
These short presentations and performances are designed to provide students (K-12, and collegiate level) the opportunity to share their experiences with remote or hybrid STEAM instruction. For K-12, student presentations and performances should be collaborative (groups made up of no more than three students) and an accompanying advising teacher must complete the proposal on behalf of the group. For college level students, presentations and performances should highlight any STEAM outreach in K-12 during the COVID-19 pandemic. Undergraduate/graduate advisors are not required for proposals submitted by college-level students.
*If you need additional time, please make note of that in your proposal under "Session Format".