2023 Sonoma County STEAM Showcase
Informational Session
September 27, 2022

WHAT'S YOUR STORY
2023 STEAM Showcase Team

- **Anna Babarinde** - STEAM Showcase Manager

- **Penny Cleary** - STEAM Showcase Manager
STEAM is an educational approach to learning that uses Science, Technology, Engineering, the Arts and Mathematics as access points for guiding student inquiry, dialogue, and critical thinking.

- Susan Riley
  Arts Integration Specialist
STEAM Showcase Theme:
The Story of...
Event Logistics

Date: Thursday-Friday, March 2, 2023

- Each project/group will attend ONE of the two days

Time: 10:00am-2:00pm

Location: Sonoma County Fairgrounds

(Saralee’s Barn & Finley Hall)
Project Formats

● Performance/Live Demonstration (limit of 15 minutes)
● Digital Display
● Interactive Installation
● Physical Display (2D or 3D)

(Project can also be a combination of two or more formats)
A note about trifolds...
Sample Projects
Sample Projects
Sample Projects
Sample Projects
# STEAM Showcase Rubric

<table>
<thead>
<tr>
<th>CONNECTION TO THEME</th>
<th>EMERGING</th>
<th>APPROACHING</th>
<th>PROFICIENT</th>
<th>DISTINGUISHED</th>
</tr>
</thead>
<tbody>
<tr>
<td>The Story of...</td>
<td>Project demonstrates limited connection to Showcase theme.</td>
<td>Project clearly demonstrates connection to Showcase theme.</td>
<td>Project clearly demonstrates connection to Showcase theme and student can articulate that connection.</td>
<td>Project demonstrates connection to Showcase theme in a novel or extended way and student can articulate that connection.</td>
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</tbody>
</table>

| PURPOSE             | Project has no clear purpose. | Project’s only purpose is exhibition at the Showcase. | Project has a purpose beyond exhibition at the Showcase. | Project has a clearly defined purpose beyond exhibition at the Showcase that has the potential to impact an entity beyond the student’s immediate sphere. |

| INTEGRATION         | Project includes only one STEAM area. | Project includes multiple STEAM areas, but they are separate. | Multiple STEAM areas are integrated in a way that enhances the overall project. | Symbiotic integration of STEAM areas is evident and vital to the overall project. |

| PROCESS             | Some of the following elements of the process are evident: documentation, organization, reflection, incorporation of feedback. Evidence of collaboration and contributions by all members (as applicable). | Many of the following elements of the process are evident: documentation, organization, reflection, incorporation of feedback. Evidence of collaboration and contributions by all members (as applicable). | Most of the following elements of the process are evident: documentation, organization, reflection, incorporation of feedback. Evidence of collaboration and contributions by all members (as applicable). | All of the following elements of the process are evident: documentation, organization, reflection, incorporation of feedback. Evidence of collaboration and contributions by all members (as applicable). |

| CONTENT MASTERY     | Project demonstrates limited understanding of relevant curricular content. | Project demonstrates understanding of relevant curricular content. | Project demonstrates understanding of relevant curricular content and its applications. Student can articulate how his/her design relates to curricular content. | Project demonstrates understanding of relevant curricular content and its applications. Student can articulate how his/her design relates to curricular content. |

| EXHIBITION          | Artifact/product exhibited. Exhibition is static. | Artifact/product exhibited and some explanation given. Exhibition has some interactive and/or creative elements. | Artifact/product exhibited and demonstrating some understanding of process and product connections. Exhibition includes interactive and/or creative elements. | Artifact/product exhibited and detailed exploration given demonstrating full understanding of process and product connections. Exhibition includes a high level of creative and/or interactive elements. All team members contribute to the exhibition (as applicable). |
Badges will be awarded for all projects receiving “Distinguished” in one or more rubric categories.
2023 Theme and Interview Support

2023 STEAM Showcase Theme

The Story of... is an invitation for students to explore and share about a topic, challenge, experiment, or historical or current issue that they find engaging and relevant. This theme is treated with the intent that multiple content areas could be incorporated as relevant to the class, project, or student interest. Students could research a past or current historical issue, discovery, or challenge and represent this in story form. They could engage in an investigation or engineering challenge and chronicle the story of their work and its outcomes. Students might explore data representation and visualization and how these can be used to tell a story. They might use storytelling techniques to draw attention to an issue (environmental, social, justice, technological, natural disaster, etc.), call for change on a local or global level, or highlight the work of significant historical or contemporary professionals. Their projects should incorporate two or more elements of STEAM either in the content or the presentation of their story. For example, they might choose to tell a story of environmental injustices via film and photos (science, technology, and art).

Potential Project Interview Questions

Connection to Theme
- How does your project connect to the theme (The Story of...)?

Purpose
- What was your reason or purpose for developing your project?
- What is the purpose of your showcase artifact(s)? (education of the public, prototype of design, artistic expression, etc.)
- What impact do you hope your project will have?
- If you were to continue with your project, how might it change other people's lives or perspectives?

Integration
- Which areas of STEAM (Science, Technology, Engineering, Arts, Mathematics) are represented in your project?
- How does the inclusion of different STEAM areas make your project stronger?
- How would your project be different if you didn’t include one of the STEAM areas you integrated?

Process
- Describe to us your documentation (digital or physical). Notes: If there is no documentation, a project cannot score higher than “Approaching” on the rubric for this category.
- Describe the feedback you received. Who did you get feedback from? What did you do or change as a result of feedback?
- As applicable for groups: How did you work together to develop your project? Who contributed which pieces? What did you learn by collaborating?
- What are your thoughts about your project now? What would you change or keep the same if you had time to work on it further?

Content Mastery
- What content/information (science, math, art, etc.) did you have to learn in order to work on your project?
- How does your project (documentation, showcase artifact, etc.) show the content or information you learned?

Exhibition
- Describe or show your artifact or product. How does it relate to your overall project?
- What made you decide to display (or present) your work as you did? Do you think your display or presentation engages viewers? Why or why not?
- As applicable for groups: Describe how different group members contributed to your display or presentation.
Teacher/Project Mentor Responsibilities

- Submit Intent to Participate form & Disclaimer form
- Check project feasibility
- Assist with setting project benchmarks
- Provide project feedback (use rubric as applicable)--portfolio must show evidence of feedback
- Ensure project content & artifacts are appropriate for public display
- Select projects to be displayed at Showcase based on allocation
- Prompt students to submit Participant form (one per project) and populate project folders
Student Responsibilities

● Understand project & Showcase expectations prior to undertaking a project

● Document all stages of the project via videos, text, pictures, slides, etc.

● Seek out and incorporate feedback from project mentor and others as applicable

● Upload documentation and feedback as applicable prior to the Showcase. Be sure you can share outside your district!

● Set-up project by specified time on the day of the Showcase (please note: all devices needed must be provided by the student and fully charged)

● Students must attend the Showcase to present and receive feedback on their project.
Deadlines

- **November 18th**: Intent to Participate form due (submitted by teacher/project mentor)
  - Allocation of spots and your event date will be sent by **Dec. 13th**
- **January 13th**: Disclaimer form submitted by teacher/project mentor
- **February 3rd**: Participant Google Forms submitted by teacher/project mentor to articulate:
  - School
  - Grade Level(s)
  - Individual or Group Project
  - Name(s) of Individual(s) or Group
  - What format the project will take

**PLEASE NOTE**: ONE FORM SUBMITTED FOR EACH PROJECT

- **February 3rd-March 2nd**: Documentation submitted to your assigned Google Drive project folder as applicable
  - All documentation must be in the folder before March 2nd. **Please start early!**
Site Visits and Support

One or more SCOE STEAM Showcase representatives will be available on a limited basis to support your planning through a video conference or a site visit. This support can include ideas for launching projects, best practices for success and answering questions you may have.
Intent to Participate due November 18th!!!

https://docs.google.com/forms/d/e/1FAIpQLScIxjAsuUninPVRzbZDdHT7gGmrP-zP_uPsNfPyr0_RagLemA/viewform?usp=sf_link
Contact and Help

- Anna Babarinde - ababarinde@scoe.org

- Penny Cleary - steamshowcase@scoe.org