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STEM Summer Academy: Gaining STEAM Event

Boys & Girls Clubs of the Midlands’ next phase of STEM (Science, Technology, Engineering, and Math) programming includes mobile and web development and networking. This phase provides an opportunity for members to build on skills acquired through the programs listed while preparing for post-secondary education, a STEM career, and entrepreneurship. Students in the STEM academy will engage in hands-on STEM instruction and skill development. Partner with Nebraska Writers Collective to develop sessions and performance plan for August 2 event: Gaining STEAM.

Impact will be assessed through pre-and post-measurement focusing on the following outcomes:

1. Increased proficiency, awareness and preparation for technology education, careers and entrepreneurship
2. Development of presentation and project management skills
3. Improved interpersonal and collaboration practice
4. Participation in service learning and entrepreneurial projects

Camp Name	Audience	Description	Outcomes	Tools	Fun Stuff
Gaining STEAM (Science, Technology, Engineering/Entrepreneurship, Art, Math) : culminating event for STEM Academy camps	200 youth & teens	Showcase event for youth and teens that have completed projects in STEM Academy school year and summer camps. Event incorporates startup fair where teams can share ideas with attendees and collaborate with each other. Includes pitch competition for startup funding judged by local entrepreneurs, potential donors/funders and business professionals.	Teens develop entrepreneurial skills and get an opportunity to engage in an incubator environment. Students will become more engaged in school, develop a career pathway, graduate from high school then enroll in some level of post-secondary education that will lead to employment and/or business development.	Stations for each STEM Academy area with teens and youth sharing their projects with attendees: Slam poetry, original songs, 3D art, original games, Digital artwork, app testing lounge, GrubClub Café, entrepreneur pitch session.	Each youth attendee receives Gaining STEAM pack with backpack, t-shirt and STEAM career and education materials; food prepared by GrubClub cookoff winners.