

SO YOU THINK YOU CAN STEAM

SCIENCE • TECHNOLOGY • ENGINEERING • ART • MATH



What is So You Think You Can STEAM?

So You Think You Can STEAM is a scholarship competition at Lincoln Children's Museum centered around a STEAM based project for students in grades 4 - 12. There are two separate rounds, plus an application phase. Those selected from the applications will present their projects at Lincoln Children's Museum on Sunday, June 2. Winners from round 1 will be awarded up to \$200 each to help fund additional elements of their project and will be paired with a mentor in their field to guide them on the project. The second round will occur on June 30, and winner(s) will be awarded scholarships (awarded at judge's discretion).

Each participant must present a project that falls into one of the following five project categories:

- Experiment- An experiment can be a test made to demonstrate a known scientific fact or it can also be a test to determine if a hypothesis is accurate.
- Model- A model is a small object usually built to scale that represents some already existing object.
- Demonstration- A demonstration is an illustration or explanation of a scientific principal that shows how and why something works.
- Collection- A collection is a grouping or gathering of various objects which must be scientifically oriented and show that you have learned something through the process of collecting and categorizing.
- Invention- An invention is a new device or process used to improve conditions, solve problems or to fill needs. Inventions can be completely new ideas or improvements on something that already exists today.

Projects must also be regarding topics in one of the STEAM fields of study (Science, Technology, Engineering, Arts, or Math). The project must include a three-sided display that gives viewers an overview of the topic under investigation. This display will be an overview of what you found out as a result of your investigation. It will have a title, a summary of the most important information, and pictures, graphs, charts, and/or drawings to show what the applicant did and learned. Projects must also include an experiment, model, demonstration, collection, or invention which is exhibited on the table in front of the display.

Candidates are required to give a two-minute oral presentation about the project to judges and guests. This should explain what the candidate has done and what they learned as a result of the investigation, and how the project could be improved with additional resources (e.g. mentor and funding).



Volunteer and Sponsorship Opportunities

What we need:

Mentors
Judges
Sponsors

Because we'd like to match applicants with professionals working in a field related to their project, the matching of mentors will occur following the first round on June 2. First round judges are eligible to become mentors. We prefer to have new judges for the second round. Mentors are expected to coach their mentee on project improvements, including in person or digital meetings.

Contact Information:

Name: _____

Phone Number: _____ Email: _____

Business/Job Title: _____

I am interested in the following:

Being a mentor between round one on June 2 and round two on June 30, and potentially beyond!

Judging round one on June 2

Judging round two on June 30

Assisting with application screening (to occur May 1 – 15)

Sponsoring the competition which includes support the cost of implementing the project, funds for project enhancements, and the scholarship pool

Applications can be emailed to lbartlett@lincolnchildrensmuseum.org, mailed to 1420 P St, 68516, or dropped off at the Welcome Desk during open hours.