

2023 Rhode Island STEAM Educator Awards

The Rhode Island STEAM Center and the Rhode Island Department of Education invite nominations for the 2023 Rhode Island STEAM Educator Awards. During November, which is RI STEAM Month, we will recognize one elementary (grades PK-5) educator, one middle level educator (grades 6-8) and one high school (grades 9-12) educator who have demonstrated success in designing and facilitating student-centered Integrated STEAM (Science, Technology, Engineering, Arts+design, Mathematics) learning that engages the next generation of innovative thinkers.

Nominees/applicants must be full-time PK-12 teachers, employed in a public school in Rhode Island, with at least 3 years of experience teaching. Each awardee will receive a \$1000 grant for their classroom and \$500 personal award, funded by RI Energy.

Applications are due by Friday, October 27, 2023 at 4:00 pm.

[Online Application can be accessed at this link.](#)

Application requirements:

- **Resume/CV** that includes relevant career positions, degrees, and other professional activities.
- **Two letters of recommendation**, including one from the applicant's building administrator/supervisor.
- **Sample STEAM Lesson**, including:
 - Overall goal and objectives of the lesson
 - Plan for lesson describes learning activities, sequence and timing.
 - Supporting documents (i.e. student handouts, resources, rubrics)
 - Grade-level standards that are supported.
 - 3-4 scans/photos of student work samples and/or students engaged in learning (please redact names and ensure photo permissions).
 - Reflection on student learning that was achieved.
- **Personal Reflection on Integrated STEAM Learning** that addresses:
 - How do you define Integrated STEAM Learning and why is it valuable for students and the community?
 - What are some short and some long-term benefits from students engaging in Integrated STEAM learning?

Awardee will be announced in November, during RI STEAM Month!

Scoring Information:

Component	Scoring Criteria	Scoring Weight
<p>Resume/CV that includes relevant career positions, degrees, and other professional activities.</p>	<p>Resume illustrates a strong background and ongoing professional growth in areas related to STEAM Instruction.</p>	<p>20</p>
<p>Two letters of recommendation, including one from the applicant's building administrator/supervisor.</p>	<p>Letters of recommendation provide evidence of the applicant's dedication to engaging students in meaningful STEAM learning.</p>	<p>20</p>
<p>Sample STEAM Lesson includes:</p> <ul style="list-style-type: none"> ● Overall goal and objectives of the lesson ● Plan for lesson describes learning activities, sequence and timing. ● Supporting documents (i.e. student handouts, resources, rubrics) ● Grade-level standards (RI Core Standards for Mathematics and/or Next Generation Science Standards, ITEEA's Standards for Technology & Engineering Literacy, and/or RI Computer Science Standards) that are supported. ● 3-4 scans/photos of student work samples and/or students engaged in learning (please redact names and ensure photo permissions). ● Reflection on student learning that was achieved. 	<p>Sample STEAM Lesson Plan:</p> <ul style="list-style-type: none"> ● includes all requested elements in an organized format. ● weaves together multiple STEAM disciplines, as well as other content areas. ● builds on previous learning in STEAM areas and reinforces grade-level curricular goals. ● focuses on a real world problem and is connected to students' lives/their community. ● activities are student-centered, culturally responsive, and include differentiation to engage all students in learning. ● embeds assessment to provide multiple opportunities for students to demonstrate grade-level conceptual understanding. ● is innovative and has potential to be replicated in other schools with minimum adaptation. 	<p>30</p>
<p>Personal Reflection on Integrated STEAM Learning that addresses:</p> <ul style="list-style-type: none"> ● How do you define Integrated STEAM Learning and why is it valuable for students and the community? ● What are some short and some long-term benefits from students engaging in Integrated STEAM learning? 	<p>Personal reflection on STEAM Learning:</p> <ul style="list-style-type: none"> ● demonstrates a passion for STEAM education. ● expresses a deep understanding of Integrated STEAM Learning and its value for students and the community. ● illustrates the benefits of STEAM Learning for students. ● draws on evidence from their own experiences. ● uses clear and concise language to express ideas. 	<p>30</p>