FULL STEAM AHEAD
Programs to Attract a Teen Audience
• Claire Flynn- Youth STEM Coordinator, Long Island Children’s Museum
  • Long Island, NY

• Amelia Blake- Manager of Interpretive Programs, Explore and More Children’s Museum
  • East Aurora, NY

• Marissa Gill Keyzer- Director of Mission, Lincoln Children’s Museum
  • Lincoln, NE
Long Island Children’s Museum

• Celebrating 25th anniversary this upcoming November
• Been in this location since 2002
• 250,000 visitors per year
• Square Footage = just under 45,000 sq ft
• Demographics
  60 % Caucasian
  12 % Asian / Pacific Islander
  9 % African-American
  12 % Latino / Hispanic
  7% some other ethnicity
Green Teens
... those who want to be here
Nature Scavenger Hunt

Patterns are all around us in nature. See how many of these patterns you can find in Our Backyard.
Enrichment to Excellence
... those who don’t
Amelia Blake, Manager of Interpretive Programs
• Founded in 1994
• Currently 5,000 sq. ft.
• Moving to 43,000 sq. ft. in early 2019
• Over 63,000 visitors annually (anticipated up to 250,000 in new Museum)
• Program offerings are an extension of exhibits
TINKERING PROGRAMS
STAINED GLASS WINDOWS
Future Programming

• Teen Cooking Camps

• Growth of Junior Docent Program

• Maker Classes for Teens in Tinker Tank
MARISSA GILL KEYZER
DIRECTOR OF MISSION

• Lincoln, Nebraska
• 23,000 Square feet of exhibit space
• Started 28 years ago
• 160,000 guests annually
• 6,200+ member families
CREATE A COMPETITION TO FOSTER THE PASSION IN STEAM TOPICS FOR VARIOUS AGES AND LET THEM BE THE EXPERTS

SO YOU THINK YOU CAN STEAM
SCIENCE • TECHNOLOGY • ENGINEERING • ART • MATH
CONCEPT: 3 ROUNDS OF COMPETITION

1. Submit application
2. Top 20 applicants then present their projects at the Museum to judges
3. Top 10 are chosen and are paired with mentors and given funding to improve their projects
4. After a month they come back and do another round of judged presentations
5. Top 3 then compete for final prize ($1,000 scholarship)
THE APPLICATION PROCESS

Project had to fall in one of five categories:

- Experiment
- Model
- Demonstration
- Collection
- Invention

Same requirements as general science fair fair more freedom in subject matter
WAYS TO ADVERTISE

Teachers
Go directly to the teachers themselves and ask them what kids they know how have these interests

Boy scouts/Girl Scouts
Ask troupe leaders who they have in their groups that could be good candidates for this project

After school groups
Find 4-H groups, Science clubs, art clubs and more and let them know about the project

Can’t rely on overarching and broad advertising, needs to be specific asks to get the most students involved
• Judges are professionals in the STEAM fields
• Different for every round
• Took their roles very seriously
• GREAT community connections

Examples of judges:
• Math professor from University of Nebraska
• Founder of Technology company in Lincoln
• Professional Artist
• Rep from local Foundation that funds STEAM projects
RUBRIC MODEL

• Made from examples of science fair judging sheets

• Incorporated questions about their presentation as well as the project itself

• Students received copies of their score sheets after each round to work on improving
MENTORS
Paired up after the first round with someone in their field specific to their project

• Project about Nebraska State Capital building paired with current architect of the building
• Project about auto design paired up with designer for Speedway Motors
• Project about sound paired up with University audiology department
FUNDING SOURCES

• Initial funding from grant to Big Red Keno who focused on Science and Math programming across the state

• Additional funding from LICOR Biosciences for scholarship after they heard of the program

• Additional in-kind donations for prizes

• More funders interested after our first year
“His favorite part of the whole competition was just talking to all of the scientists and his mentor and getting to learn from them about what they do and what they think about his project. He loved that they listened and then shared their knowledge and offered feedback. He just loves getting that back and forth of science talk.”

- Katie T. participant mom
QUESTIONS? COMMENTS?

Please see our cards on your tables for contact information if you’d like to reach out after the session.