

# Rhode Island STEAM Now Coalition

(Science, Technology, Engineering, Arts+Design, Mathematics)

## MEMBERS

### Business/Industry

- Atrion Networking Corporation
- Bridge Technical Talent
- Center for Women & Enterprise
- Commerce RI
- Dassault Systemes Simulia
- General Dynamic Electric Boat
- Governor's Workforce Board
- Greater Providence Chamber of Commerce
- Guill Tool & Engineering
- KMRM, LLC
- Mayforth Group
- McLaughlin Research, Inc.
- NAVSEA Warfare Centers
- Newport County Mentor Co-Op Group
- Prometheus, Inc.
- RI Dept. of Labor & Training
- RI Manufacturers Association
- RI Marine Trades Association
- Southeastern New England Defense Industry Alliance (SENEDIA)
- STEAM Engine/Fourth Economy
- Tech Collective
- TEDCO, Inc.
- Tinker/Bristol

### Higher Education

- Brown University
- Community College of RI
- GEMS-NET
- IYRS School of Technology & Trades
- NSF-EPSCoR
- Naval War College
- New England Board of Higher Ed.
- New England Institute of Technology
- Office of the Commissioner of Postsecondary Education
- Providence College
- RI Student Loan Authority
- RI Technology Enhanced Science Project (RITES)
- Rhode Island College
- Rhode Island School of Design
- Roger Williams University
- Salve Regina University
- University of Rhode Island

### After school/Community

- Audubon Society of Rhode Island
- Boy Scouts of America
- Center for Dynamic Learning (CDL)
- DownCity Design
- FabLab
- Girls Scouts of Southern NE
- Inspiring Minds
- PASA
- RI Mentoring Partnership
- RI Museum of Science & Arts (RIMOSA)

## Vision & Mission

**PROPOSAL:** Create a non-partisan state level **Governor's STEAM Council** comprised of representatives from education, business, and government and supported by the Rhode Island STEAM Now Coalition that will have the leadership, support, coordination, and funding to develop a statewide **STEAM Plan** for Rhode Island.

The **Rhode Island STEAM NOW Coalition** is a broad alliance of nearly 250 individuals representing business, education, and government agencies coordinated by the Rhode Island STEM Center at Rhode Island College advocating for the improvement of STEAM education at every level across Rhode Island.

### Our VISION:

To develop a STEAM literate population in Rhode Island who will possess the skills to become productive citizens in the 21<sup>st</sup> century and who will have the capacity to contribute and invigorate the Rhode Island economy.

### Our MISSION:

1. To advocate and present the case for the creation of a non-partisan STEAM Council at the state level that will make STEAM policy recommendations to achieve the following goals in Rhode Island:
  - Increase the number of students who pursue degrees/careers in STEAM fields;
  - Expand and broaden participation in STEAM; and
  - Increase STEAM literacy for all students regardless of career paths.
2. To serve as a complementary organization to the proposed Governor's STEAM Council by providing information to Council members and making recommendations that have been generated from the STEAM-related fields in which Coalition members work.

## Accomplishments

- Developed a **survey** that was distributed to **business/industry** in Fall 2015 that will collect data on current STEAM outreach and identify the needs, challenges, and possibilities associated with partnerships between business/industry and education.
- Developed a **survey** that will be distributed to **schools** in Fall 2015 that will collect data on existing STEAM programs and identify the needs, challenges, and possibilities for future programs and partnerships.
- Implementing the **organizational framework** and plan for the Rhode Island STEAM Now Coalition.
- Developed a one-page **description of the coalition** with objectives for the proposed **statewide council**.
- Increased the **number** of Rhode Island STEAM Now Coalition **members** since our establishment in May 2014.
- Proposed a **structure** and **governing framework** for the proposed **Rhode Island Governor's STEAM Council**

## Contact Us

Rhode Island STEM Center

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# Proposed Objectives of the RI Governor's STEAM Council

## Afterschool/Community (cont'd)

- RI School of the Future
- RiverzEdge Arts
- Roger Williams Zoo
- Save the Bay
- SMILE
- STEAM Box
- United Way/RIASPA
- YWCA Rhode Island

## PK-12

- RI Department of Education (RIDE)
- Computer Science Teachers Association- RI (CSTA-RI)
- East Bay Educational Collaborative
- RI Environmental Education Association (RIEEA)
- RI Science Teachers Association (RISTA)
- RI Technology & Engineering Education Association (RITEEA)
- West Bay Educational Collaborative
- Barrington
- Bristol Warren
- Central Falls
- Chariho
- Coventry
- Cumberland
- Foster-Glocester
- Jamestown
- Lincoln
- Middletown
- Newport
- North Kingstown
- Pawtucket
- Portsmouth
- Providence
- Smithfield
- South Kingstown
- Tiverton
- West Warwick
- Warwick
- Woonsocket

## Other

- The Collaborative
- JASON Learning
- Naval Undersea Warfare Center
- Ocean Exploration Trust
- Project Engin LLC
- RI Adult Education Professional Development Center
- RI Council on the Arts
- RI Creative Magazine
- RI Chapter of American Academy of Pediatrics
- SkillsUSA
- USS JFK Project
- van Beuren Charitable Trust

*Never doubt that a small group of thoughtful, committed, citizens can change the world. Indeed, it is the only thing that ever has.*

— Margaret Mead

## Phase I

- 1.1 Establish a framework for a **statewide infrastructure** with a statewide STEAM summit.
- 1.2 Develop a **statewide plan** for STEAM education including education goals and recommendations for policy.
- 1.3 Build **partnerships between education and industry** with a common agenda.
- 1.4 Identify **funding** streams for seed money and sustainability.
- 1.5 Increase **public awareness** of STEAM.

## Phase 2

- 2.1 Build shared system of **professional development**.
- 2.2 Support evidence-based **quality STEAM learning experiences** throughout state.
- 2.3 Establish effective **shared evaluation** practices to measure success.
- 2.4 Facilitate access to **equipment, mentors, training, and research opportunities**.
- 2.5 Enhance **knowledge sharing** across the state.
- 2.6 Ensure **equitable access** to education, programs, and professional development.

## Phase 3

- 3.1 Develop and support **regional networks** that can pilot programs and share best practices.
- 3.2 Create **teacher education connections** between pre- and in-service teachers.
- 3.3 Establish **regional learning centers** for the dissemination of best STEAM practices.
- 3.4 Increase the availability and teacher development for enhanced **use of technology**.
- 3.5 Develop and implement a plan for pre- and in-service **educator externship program with industry**.

## Phase 4

- 4.1 Recognize and reward **exemplary partnerships**.
- 4.2 Document and disseminate **successful case studies**.
- 4.3 Evaluate outcomes and determine **strategic next steps** for implementation.



Rhode Island  
STEM Center  
At Rhode Island College