



# STEAM GALA

STEAM Gala presents **"A Future PowerEd by STEAM"**  
Wednesday, October 22, 2014 CRAFTED at the Port of Los Angeles  
Cocktail Reception 5:30 p.m. | Dinner 7:00 p.m. | Creative Black Tie  
Hosted by Co-Chairs

**Nolan Bushnell**  
Founder, Atari & Chuck E. Cheese

**John Ward**  
Senior Vice President, DIRECTV, Inc.

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## FACT SHEET

### Our Mission

To inspire young inventors by exposing them to creative and technical skills necessary for the 21<sup>st</sup> Century workforce.

### Goals & Objectives

- Catalyze engagement, persistence, and curiosity in STEAM.
- Inspire students to pursue careers in STEAM fields through our youth development and mentorship programs with doctors, scientists and engineers.
- Create a home for diverse collaboration for STEAM mentorship, building connections between education, business, and industry.
- Increase student engagement in STEAM disciplines through effective partnerships between schools, families, business, government, and nonprofit organizations.
- Provide educators with tools and support to implement STEAM curriculum by designing projects and hands-on experiences.

### Initiatives

**STEAM Carnival** is not your ordinary approach to "education". STEAM Carnival hooks learners with project-based kits that leverage their interests in music, fashion, and games to expose them to STEAM disciplines. Attractions include a midway of tech-infused games, hands-on workshops, contests and prizes all set to a backdrop of high-energy entertainment and artisanal carnival food. STEAM Carnival is at the forefront of making learning experiential and fun to build a powerful movement that unlocks interest and creativity in STEAM disciplines. We aim to effectively impact tens and thousands of people, continue to collaborate with vested national partners and deepen our impact through future STEAM education initiatives. The Los Angeles STEAM Carnival will take place on October 25-26, 2014 at CRAFTED at the Port of Los Angeles.

**STEAM Gala** gathers influential leaders interested in the creation of a unique platform for inspiring young people towards life-long engagement in STEAM disciplines. This exclusive one night event set in the same venue as STEAM Carnival is a special preview reserved for a select group of individuals. This influential group is the set of tastemakers and change agents that help shape the policies in our government, the pop culture in our media, and the strategies of driving our most important corporations. STEAM Gala raises awareness about the critical need for youth interest in STEAM disciplines and raises money to support programs focused on STEAM. The Los Angeles STEAM Gala held on October 22, 2014 marks the launch of the non-profit organization STEAM PowerEd, an organization dedicated to advancing STEAM mentorship across the U.S.

### Student Pre-Activation

Eight weeks before the carnival, select educators and after school facilitators are trained in the administration of a STEAM curriculum focused on wearable electronics, musical robots and group games. Educators then work with their students for six weeks to build their own creations in anticipation of the Carnival. Completed projects are exhibited at the carnival in exciting showcases including a fashion show, a concert and an arcade.

### Student Preview Day

Student Preview Day precedes the day of the carnival and is an opportunity for thousands of middle and high school kids to get a sneak peak of the Carnival and engage in a special, curated experience unavailable to any other audience. Students and their chaperones are bussed in from across Los Angeles, as far north as Ventura and as far south as Orange County. In two-hour time blocks, students engage in hands-on workshops covering design-thinking, basic electronics, robotics and emotional intelligence. Specially crafted surveys give students insight into their particular skills and shine light on domains of focus.

### STEAM Certificate

At the annual Clinton Global Initiative, it was announced that Two Bit Circus in collaboration with UCSD would develop the nation's first accredited STEAM certification program. This coursework will empower educators, administrators, parents, business and industry professionals with the knowledge and hands-on experience needed to be an effective STEAM mentor in any community.

### Impact

- Inspiring kids to pursue careers in STEAM and bridging the STEAM gap.
- Creating partnerships with education and workforce institutions to expand training programs to help more educators and students succeed.
- Answering the call to our nation's need to fill a critical need in STEAM fields.
- Connecting students to pathways leading to well paying and high tech jobs.

### Statistics

3M estimated employment gap for skilled workers in 2018 and over \$2.3 Trillion U.S. economic loss due to academic achievement gap. -McKinsey & Co.  
60% of new jobs will require skills possessed by only 20% of the current workforce. -National Commission on Mathematics and Science for the 21st Century

### Partnerships and Support

We are grateful to have the support of many corporate, foundation, and individuals including our STEAM Committee members. A special thanks to:

