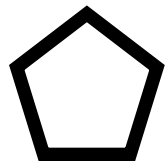
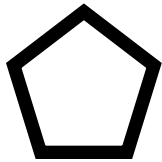


Starting STEAM at Your School

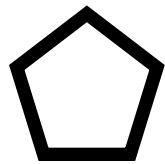
in five steps.



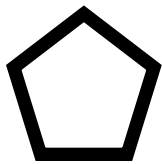
It's hard to imagine that the first STEAM chapter started at RISD five years ago. Now it has expanded to schools beyond just College Hill in Providence, Rhode Island. In the past year, we've started chapters in Boston, New Jersey, New York, Michigan, and even Canada. Through emailing with many different schools who were interested in joining the STEAM chapter, I've been able to pin down key elements that each school have needed to gather before getting going.



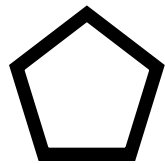
If you are interested in founding a STEAM chapter at your school, make sure to follow this checklist to get started:



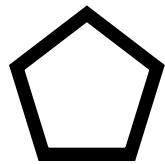
1. What do you know about what STEAM chapters have done in the past?



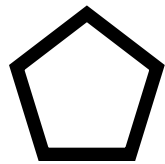
Catch up on our catalogues which can be found on our **website**. It'll be helpful to get acquainted with the kind of projects we take on so that you can get an idea of what is possible at your campus.



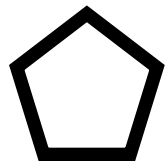
2. Do you have peers and faculty who are also excited about starting STEAM at your school?



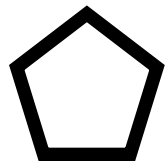
These people are important to gather and brainstorm with. You should find at least one faculty or administrative member who will be able to be a sponsor or mentor. This faculty member should be able to help you navigate the administration system at your school in order to help promote the importance of STEAM. In addition, you should find at least 2 or 3 other passionate students who will help lead STEAM with you. Finally, you should find an initial membership of at least ten people to come to your STEAM-y events (probably your friends).



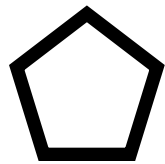
3. Do you have the money
to kickstart STEAM at your
school?



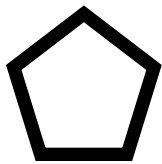
We recommend raising at least \$500 for your first year. This fund may help pay for lecturers to come to your school and give an enlightening speech or help provide materials for a fun interactive workshop. It seems a little spare but if you are smart about it, \$500 can go a pretty long way. If you can raise more, go for it! Usually schools have funding set aside for clubs, so if you're able to get your STEAM chapter to be recognized as a club on campus, this can also provide an opportunity for a little cash inflow.



4. What is the vision of STEAM at your school?



You and your fellow STEAM leaders (faculty optional) should sit down and draft a 200-300 word mission statement emphasizing the context of STEAM at your school. What makes a STEAM chapter at your school special? What kinds of students do you have? How can you bring them together? What sort of resources are available at your school that sets it apart from other schools? Thinking about your school's unique culture and needs will help guide your writing as you set forth your STEAM chapter's vision. Be specific about the short and long term goals for your STEAM chapter. Take a look at the existing STEAM missions statements if you need some inspiration!



5. Email it in!

Once you have completed all the above steps, send in your mission statement, leadership board information, and faculty advisor information to info@steamwith.us. Have fun with it and never hesitate to reach out with any questions!