



## STEAM Student Showcase

The 2018 California STEAM Symposium and the California Department of Education are pleased to announce the STEAM Showcase, a celebration of student innovation and creativity in Science, Technology, Engineering, Arts, and Mathematics. The Showcase will feature works from students nominated by a STEAM educator or other mentor adult. Selected students will present their display at the 2018 California STEAM Symposium, a gathering of innovative educators who share approaches to groundbreaking learning. Students will demonstrate, explain, or perform their creative work for Symposium attendees, while some may be asked to participate in a panel discussion.

Students will develop their project as an exploration of what they have learned in their various learning contexts, including expanded learning. The project can be a performance, demonstration, or display (digital, interactive, or physical).

STEAM educators or other mentor adults may nominate students and projects best suited for this Showcase by registering at [www.steamcalifornia.org](http://www.steamcalifornia.org). Doing so will reflect an official Intent to Participate. Students will record the creative process of their project through video, documentation, and photos. Students will attend the STEAM Symposium on Sunday October 28, 2018, and present their work. Badges will be awarded to participants for identification as well as access to the Makerspace area during the STEAM Symposium.

### Timeline

- October 5, 2018: Deadline to Register in Cvent
- October 10, 2018: Notification of Additional Setup Procedures
- October 28, 2018: Setup and Present  
Setup: 9:00 a.m. – 10:00 a.m.  
Showcase Open: 10:00 a.m. – 1:45 p.m.  
Load Out: as of 1:45 p.m.

### Register for the STEAM Student Showcase

[www.steamcalifornia.org](http://www.steamcalifornia.org)

### Where

Long Beach Convention Center  
300 E Ocean Boulevard  
Long Beach, California 90802

### When

October 28, 2018  
9:00 a.m. — 1:45 p.m.

### What

Showcase of Student  
Investigations, Collaborations, and Innovations

### For further information, contact:

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