

Summary of STEAM Mini-Camp Survey Results
2018-2019

For
Title IV, Part A Program



*Submitted August 9, 2019 by
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Introduction

On July 15-16, 2019, the Title IV, Part A (T4A) staff conducted a workshop in collaboration with T4A external partner organizations. Workshop participants received hotel accommodations (for those traveling greater than 50 miles from home), lunch and snacks daily, and free resources to take back to his or her school. Participants were given a paper-formatted survey to complete at the end of the workshop. A summary of survey results is presented in this report and their comments are direct quotes without edits. Thirty-two participants from the following 11 North Florida LEAs attended the STEAM Mini-Camp.

- Bradford (n=2)
- Calhoun (n=2)
- Columbia (n=2)
- FAMU DRS (n=4)
- Franklin (n=5)
- Gadsden (n=8)
- Gulf (n=1)
- Hamilton (n=3)
- Leon (n=1)
- Madison (n=1)
- Walton (n=3)

Participant Satisfaction Levels

Participants were asked to rate the external partner presentations on a 5-star rating scale. The results displayed in Table 1 show high levels of satisfaction with the presentations.

Table 1	
5 Star Rating Scale for External Partner Presentations	
External Partners	Average Rating Score
Voices for Florida (Human Trafficking Prevention)	4.81
Inventors Hall of Fame (STEM Lab Maker Space)	4.71
MERGE Edu (21st century teaching for 21st century learning)	3.90
MakerMaven (MakerEd Initiative)	3.62
creatED by Crayola for STEAM cross-curricular learning	3.43
creatED by Crayola for family engagement	3.26

The survey results in Table 2 show the majority of participants were not familiar with the external partners prior to attending the workshop. **Additionally, all participants reported they were not using other companies that provide similar products or services.** On a scale of 1 to 4, the average scores were below 2 and ranged from a low score of 1.39 to 1.94.

Table 2					
Familiarity with External Partners PRIOR to the Workshop					
	Not at All Familiar	Somewhat Familiar	Familiar	Very Familiar	Average Score
Voices for Florida (Human Trafficking Prevention)	53%	19%	19%	9%	1.84
Inventors Hall of Fame (STEM Lab Maker Space)	72%	19%	6%	3%	1.41
MERGE Edu (21st century teaching for 21st century learning)	53%	22%	16%	9%	1.81
MakerMaven (MakerEd Initiative)	77%	10%	10%	3%	1.39
creatED by Crayola for STEAM cross-curricular learning	50%	19%	19%	13%	1.94
creatED by Crayola for family engagement	53%	16%	16%	16%	1.94

Benefit of Workshop

Participants were asked to describe the “best part” of attending the STEAM Mini-Camp. Their responses were categorized into six topic areas and all of their responses are listed below.

Hands on Experience (n=8)

- The hands on experience.
- Participation.
- I enjoyed the hands on activities. I also enjoyed the collaboration with other teachers from other districts and DOE staff.
- Hands on activities, introduction to new resources.
- Hands-on ☺
- The hands on activities and bringing awareness to my school.
- As a first year teacher I think it was a great way to understand different ways of thinking critically and working hands on.
- I liked how informative it was, as well as the Hands-On activities.

Stem Lab Maker Space/Inventors Hall of Fame (n=8)

- Hall of Fame (n=3)
- Stem Lab Maker Space.
- Inventors Hall of fame with the hands on curriculum.
- STEM lab maker hands on.
- Inventors Hall of fame hands-on.
- Stem Lab Maker space engaging.

Multiple Benefits (n=5)

- The professional, supportive DOE staff and presenters, and the healthy lunches!
- Inventors Hall of Fame, the ability to create and brainstorm with other teachers, free stuff!
- Everything!
- All of it!
- Engagement and relevance.

Multiple External Partners (n=3)

- Marker-Space, Voices of Florida... wow moment!
- MERGE and Marker Space movement.
- The Crayola and Voices for Florida presentation.

Compliments (n=4)

- DOE staff was friendly and helpful.
- Loved Day 1 and the MERGE cube.
- I loved the energy and supplies! Our school went through a Cat 5 Hurricane so the goodies are appreciated.
- People involved in planning the event, very helpful, kind and engaging.

New Ideas/Resources (n=3)

- Creative new ideas.
- The ideas.
- Materials that can actually be used!

Another measure of participant satisfaction with the workshop is demonstrated by the likelihood that participants would contact the external partner after attending the workshop. The percentage of participants who were “likely” or “very likely” to make contact with each of the external partners is shown below.

- 91% for Voices for Florida (Human Trafficking Prevention)
- 91% for Inventors Hall of Fame (STEM Lab Maker Space)
- 78% for MERGE Edu (21st century teaching for 21st century learning)
- 72% for MakerMaven (MakerEd Initiative)
- 78% for created by Crayola for STEAM cross-curricular learning
- 72% for created by Crayola for family engagement

A second method used to gauge how likely the participants are to contact the external partners is displayed in Table 3. Using a 5-point scale, participant responses were weighted and the average scores show participants are more likely than not to contact external partners.

Table 3	
Rating Scale for Likelihood to Contact External Partners	
External Partners	Average Rating Score
Inventors Hall of Fame (STEM Lab Maker Space)	3.66
Voices for Florida (Human Trafficking Prevention)	3.56
MERGE Edu (21st century teaching for 21st century learning)	3.28
creatED by Crayola for STEAM cross-curricular learning	3.13
creatED by Crayola for family engagement	3.03
MakerMaven (MakerEd Initiative)	2.97

Outcomes

Participants plan to use their knowledge gains and external partner resources in several different ways. Twenty-six participants described how they planned to use the information they received from the workshop and their responses were categorized into four different topic areas.

Specific Ways to Implement (n=9)

- On Fridays.
- I plan to use it for center times and for small group activities.
- Incorporate into classes, after school, and community outreach.
- I hope to use it on Fridays in my classroom.
- Project based instruction.
- I plan on using the information presented by incorporating more hands on activities with my students.
- I definitely will use it at our school.
- Take it and implement it in my classroom and share with my colleagues.
- New programs.

Enhance STEAM Activities (n=7)

- To enhance existing STEAM activities at my school.
- Teaching Art and STEAM.
- STEAM with 4th grade.
- Incorporate it into my science lessons after school.
- I hope to use during my science time this coming year.

- Integrate it into math and science curriculum, share with other teachers in our district, and discuss implementation into family activities.
- Implementing more STEAM opportunities within the classroom.

Maker Space (n=6)

- To develop the Maker Space in my library and with classes.
- Our art teacher will use the Maker Space in his area, class.
- I plan on making a Maker Lab Space in my class.
- To push for Maker Space in our school.
- We see working on curriculum for 3-8 grade gifted students, also building in more Maker activities into the regular curriculum.
- Maker Space in classroom, use on Friday. 😊

Creative Opportunities (n=4)

- I plan to use the information to better engage students in their learning through creativity and discovery.
- To help shape and expose students to hands on creative opportunities.
- Set up a group within my school so that students can have a way to discover new ways of being creative while learning.
- To inspire creativity and build collaborative teams in the classroom.

Suggestions for Improvement

Fourteen out of 32 participants offered a suggestion to improve the workshop in the future. Participants mentioned suggestions on presenters, as well as the logistics and format of the workshop.

Presenters (n=6)

- Better presenters.
- ???Crayola???
- Exclude Crayola or get a different presenter!
- Crayola presenter was a bit lengthy, and lecture style, not the best for instructors who facilitate hands on learning at school.
- Crayola speaker was dull.
- Presenters to be more hands on and engaging.

Logistics of Workshop (n=5)

- Not so much moving from room to room.
- Pass out free items evenly.
- If we could download the MERGE.edu program in advance it could have been more beneficial.
- Improved Wi-Fi capabilities so that we could have used the MERGE cube.
- I would have had liked a PowerPoint of the sessions.

Format of Workshop (n=3)

- Model better what we do with children. Would have liked more about inventor's notebook.
- More hands-on
- More for primary/K.

Additional Comments

Seven additional comments were provided by participants.

- Thank you for what you do for your rural districts and our students!
- Great Mini-Camp.
- Thanks for doing this. Next year try to make everything happen in a true Maker Space, and I would like the opportunity to work with 3D Printing.
- Thanks for all of the freebies and great ideas.
- Good resources and lots of freebies. Thanks!
- Thank you so much for this experience! I learned so much, thank you for helping me become a better teacher.
- Great Job 😊

Conclusion

Overall, the majority of participants who participated in the STEAM Mini-Camp appreciated the event and planned to contact external partners. When asked if the participants were aware of the Title IV, Part A program before attending the STEAM Mini-camp, 21 out of 32 participants answered "no," demonstrating the value of offering regional professional development opportunities.