Georgia STEM/ STEAM
Business, Community, Industry, Post-Secondary Partnerships

Business/Community/Industry/ Post-Secondary partnerships may exhibit any of the involvement levels depending upon the capacity of the partner to engage with schools.

	Support Partner	Interactive Partner	Advocate Partner
Project Based Learning	Partners are involved in one project. The school has been contacted and the partner is connected with a teacher to collaborate on one project activity.	Partners are involved with more than one project or teacher in the STEM/ STEAM program.	Partners are involved with multiple/long-term projects in the STEM/ STEAM program and assist teachers with project ideas and development on a regular basis. There is collaboration with teachers to design real world projects/problems.

Advocate Level Artifact Examples for Project Based Learning:
1. Partner works regularly (weekly or more often) with teachers to develop PBLs and day-to-day interdisciplinary lessons
3. Partner provides materials/resources for teachers to develop PBLs
4. Partner serves as advisor/mentor during PBL lessons
5. Partner may teach a lesson or run the entire project

	Support Partner	Interactive Partner	Advocate Partner
Student Hosting and Internships	Partners may host students on a field trip experience, a job shadowing experience, or internship.	Partners may host students on multiple field trips, job shadowing or internship experiences.	Partners may host students on multiple field trip experiences, job shadowing, or internship experiences that are on-going and has developed as a part of the curriculum of the STEM/ STEAM program.

Advocate Level Artifact Examples for Student Hosting
1. Partner schedules field trips for students with specific aspects of the curriculum in mind
2. Partner schedules on-going job shadowing opportunities for students

	Support Partner	Interactive Partner	Advocate Partner
Mentorships	Partners provide one or two mentorships or come and speak to a class or present at a STEM/ STEAM Career Day or Night.	Partners provide multiple mentorships for students and may speak to a class as a part of a series. Virtual collaboration with partners.	Partners provide multiple mentorships for students and teachers and partner for research/engineering projects.

Advocate Level Artifact Examples
1. Partner offers many mentorships for students
2. Partner offers summer or weekend internship opportunities for teachers

Competitions	Partners help with one or two competitions.	Partners provide multiple outlets for assisting with a variety of competitions.	Partners provide multiple outlets for assisting with a variety of competitions and assist with coaching a competitive event, sponsorship (funding), act as judges, provide materials, or offer facilities for use.

Advocate Level Artifact Examples for Competitions
1. Partner may coach a STEM/ STEAM team such as Technology Student Association, Science & Engineering Fairs, Science Olympiad, Math Bowl, Robotics competitions, etc
2. Partner may offer funding, facilities, or other resources for a STEM/ STEAM team (possibly equipment no longer used by the organization)
3. Partner may provide judges for a STEM/ STEAM event

Educational Outreach	Partners provide one or two days of educational outreach opportunities for faculty that may include a tour of the facility.	Partners develop instructive educational outreach that includes more than a tour of the facility. Virtual collaboration with partners is possible.	Partners design and develop instructive educational outreach for the STEM/ STEAM faculty that is on-going.

Advocate Level Artifact Examples for Educational Outreach
1.Teacher internships in the summer.
2.On-going and regular opportunities for educators to learn from the partner.

Donations	Partner provides funding or material donation for one event or purpose.	Partner provides funding or material donation several times during the year.	Partner provides a funding/donation stream that is constant anytime a need is identified.

Advocate Level Artifact Examples for Donations
1. Partner provides yearly post-secondary scholarships for students
2. Partner contributes to a school STEM/ STEAM Foundation
3. Advocates on behalf of the school to other funding sources
4. Purchases materials/equipment to supplement the STEM/ STEAM program
5. Provides funding for teacher professional learning

Building a STEM/ STEAM Culture	Partners are beginning to work with the school to help define and develop a STEM/ STEAM culture.	Partners assist with developing the curriculum, professional learning, and other aspects of the STEM/ STEAM program.	Partners are an integral part of the STEM/ STEAM program at the school and are intricately interwoven into the school day, faculty professional learning, development of the STEM/ STEAM curriculum, and specific support for all STEM/ STEAM activities. There is partnership involvement in executing the STEM/ STEAM program, partnerships are purposeful, and mutually beneficial.

Advocate Level Artifact Examples for Building a STEM/ STEAM Culture
1. Partnership influence is visible throughout the school.
2. Partners are seen often in the school building.
3. Partners are active members of an advisory board.