



## South Carolina's Coalition for Mathematics & Science

With support from S<sup>2</sup>TEM Centers SC

Present a Grant Opportunity for South Carolina Educators

### Growing in STEM Grant

All applications must be submitted by 5:00 pm on January 26, 2024.

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## Table of Contents

Growing in STEM Grant .....	3
Purpose.....	3
Eligibility .....	3
Restrictions .....	3
Financial Guidelines .....	3
Review of Proposals .....	3
General Guidelines and Information.....	4
Grant Presentation Tips.....	4
Scoring Rubric .....	5
Growing in STEM Grant Calendar .....	7
Checklist & Worksheets .....	8
Appendix: Sample Worksheets.....	9



## Growing in STEM Grant

All applications must be submitted by 5:00 pm on January 26, 2024.

### **Purpose**

Have you been searching for a way to bring an idea to life that fosters a life-long love of STEAM? Apply for the “Growing in STEM” grant now!

### **Eligibility**

PreK-12 public and private educators, involved with in and out of school learning, with a great idea for a new and innovative curriculum-based project that can be completed by May 3, 2025. The project/unit should incorporate multiple aspects of STEAM (Science, Technology, Engineering, Arts/Humanities, and Math) along with supporting key Life and Career Characteristics and World Class Skills from [the Profile of the South Carolina Graduate](#).

### **Restrictions**

Grant funds may not be used for expansion and/or maintenance of existing programs or as a personal honorarium for the applicant. Grant funds should not address needs for which funding is currently available through district, state, or federal budgets. Grant funds may only be used for the project that is described in the application; any changes to the project must be immediately communicated to the Grant Committee for approval. Funds may not be used for any personal expenses not related to the corresponding project. If you have specific questions about a project’s technical eligibility, please contact us: [grants@sccoalition.org](mailto:grants@sccoalition.org).

### **Financial Guidelines**

Grantees will receive up to \$2,500 and 1 day of REQUESTED, onsite STEAM focused professional development from S<sup>2</sup>TEM Centers SC Education Specialists (valued at \$1,375) that will directly relate to the funded project. Collaborative projects involving groups of educators may be considered, but such groups should submit ONLY one proposal for the project. Both grant funds and THE REQUESTED day of onsite training must be used by May 3, 2025.

### **Review of Proposals**

A committee comprised of business and community leaders and educators will fund requests on a competitive basis. Funding decisions will be announced by February 16, 2024.

NOTE: South Carolina’s Coalition for Mathematics & Science (SCCMS) and S<sup>2</sup>TEM Center SC staff will not provide guidance or comment on a project’s likelihood of receiving funding or feedback on submissions.

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### **General Guidelines and Information**

- Completed applications must be submitted by 5:00 pm on January 26, 2024.
- Applications **MUST** be submitted online.
- Grant application **MUST** be pre-approved by Principal or organizational site leader.
- Checks will be written to the school or organization for distribution.
- Project funds must be utilized by **May 3, 2025**.
- Expense reports (including receipts) will be required.
- Proposals including substitute teacher costs, outside consultants, and/or field trips will only be considered if the item is an integral, vital component of a larger strategy.
- Any non-consumable items become the property of the district or organization. If the grant awardee transfers or leaves the school/organization, purchased items **must** remain at the awarded site.

### **Grant Presentation Tips**

- Do not type your name or your organization's name in the body of the application narrative.
- Describe/define any specific educational terminology you will be using if it clarifies the purpose or scope of the project.



## Scoring Rubric

Applications will be scored by multiple judges based on the following rubric.

Category	Exemplary (3 pts)	Adequate (2 pts)	Needs Improvement (1 pt)	Missing (0 pts)
<b>Inspiring Innovation</b>	The project is based on an innovative, out-of-the-box idea.	The project is based on a somewhat innovative, out-of-the-box idea.	The project lacks an innovative, out-of-the-box idea.	The project is not innovative or based on an out-of-the-box idea.
<b>Real-World Application</b>	The real-world connection is clearly defined with strong real-world applications.	The real-world connection is clearly defined, but the real-world application is vague or unclear.	The real-world connection and application are both unclear and not well defined.	The project description lacks an explanation of both the real-world connection and application.
<b>Connections to STEAM Curriculum</b>	The project engages students in learning and applying curriculum concepts across 4 or more STEAM-related fields.  (Science, Technology, Engineering, Arts/Humanities, and Math)	The project engages students in learning and applying curriculum concepts across 3 or more STEAM-related fields.  (Science, Technology, Engineering, Arts/Humanities, and Math)	The project engages students in learning and applying curriculum concepts across a couple STEAM-related fields.  (Science, Technology, Engineering, Arts/Humanities, and Math)	The project description lacks explanation of engagement in STEAM across curriculum subjects.  (Science, Technology, Engineering, Arts/Humanities, and Math)
<b>Connections to Profile of SC Graduate</b> Reference: <a href="http://sccompets.org/wp-content/uploads/2017/02/Profile-of-the-South-Carolina-Graduate.pdf">http://sccompets.org/wp-content/uploads/2017/02/Profile-of-the-South-Carolina-Graduate.pdf</a>	The proposal describes how all 3 components of the Profile are supported.  (World Class Knowledge, Skills and Life and Career Characteristics)	The proposal describes how 2 of the 3 components of the Profile are supported.  (World Class Knowledge, Skills and Life and Career Characteristics)	The proposal describes how 1 of the 3 components of the Profile are supported.  (World Class Knowledge, Skills and Life and Career Characteristics)	The proposal lacks any description of how the Profile is supported.

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Category	Exemplary (3 pts)	Adequate (2 pts)	Needs Improvement (1 pt)	Missing (0 pts)
<b>Purpose and Goals</b>	The project's purpose and goals are clearly stated and identify the specific deliverables students will be asked to produce.	The project's purpose, goals and student deliverables are identified but lack some details.	The explanation of the project's purpose, goals and student deliverables is unclear.	The project's purpose, goals and student deliverables are not identified.
<b>Educational Problem</b>	The project's purpose and goals clearly identifies an educational problem which is supported by evidence.	The project's purpose and goals identify an educational problem, but the problem lacks evidence.	The project's purpose and goals vaguely identifies an educational problem, but the problem is unclear and/or not supported by evidence.	The project's purpose and goals lacks any description of an educational problem.
<b>Evaluation</b>	Student outcomes are clearly defined, quantifiable indicators are listed, and methods for determining success are indicated.	Student outcomes are identified, but the explanation lacks either quantifiable indicators or methods for determining success.	Student outcomes are identified, but no quantifiable indicators or methods for determining success are identified.	No student outcomes, quantifiable indicators, or methods for determining success are identified.
<b>Plans for Sharing</b>	A clear, detailed plan is provided for how lessons learned will be shared.	A plan is provided for how lessons learned will be shared, but lacks details.	An explanation is provided for how lessons learned will be shared, but not a plan.	No plan or explanation of how lessons learned will be shared is provided.



## Growing in STEM Grant Calendar

This is provided as a guide to outline the timeline associated with your grant should it be funded.

<b>June 1, 2023</b>	<b>Grant Application opens</b>
<b>Jan. 26, 2024</b>	Grant Application due by 5:00 pm
<b>Feb. 16, 2024</b>	Funding Decisions Announced
<b>April 10, 2024</b>	Grant Awardees recognized at STEM Education Day at the State Capitol
<b>May 3, 2025</b>	Project completed and project funds utilized.
<b>May 31, 2025</b>	Final Report submitted via email by 5:00 pm



## Checklist & Worksheets

Use the following checklist to prepare for the Growing in STEM Grant Online Application.  
All applications **MUST** be submitted via the online application.

✓	Step 1: Read overview and eligibility on website.
✓	Step 2: Decide on a project.
✓	Step 3: Download the Grant Information Packet.
	Step 4: Download & fill out the <a href="#">Growing in STEM Grant Planning Worksheet</a> – use this worksheet to plan out your application prior to submitting online. Applications <b>must</b> be submitted via the online application. The instructions in this worksheet align to the online application.
	Step 5: Once you have finished filling out your planning worksheet, go to the <a href="#">Growing in STEM Grants Online Application</a> to enter your information into the online application.





## Appendix: Sample Worksheets

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## Growing in STEM Grant Worksheet

Grant applications are due by 5:00 pm on Friday, January 26, 2024.

Use this form for internal planning. Contact [grants@sccoalition.org](mailto:grants@sccoalition.org) with questions.

Provide the following information in the order presented. Limit your total responses to the word counts indicated below. You will submit your budget sheet with your online application using the template provided.

### ***Applicant Information***

<i>First Name</i>		
<i>Last Name</i>		
<i>Job Title</i>		
<i>Subjects Taught</i>		
<i>Grade Levels Taught</i>		
<i>Email Address</i>		

### ***School or Organization Information***

<i>Name</i>		
<i>School District</i>		<small>(or School District Organization is located in)</small>
<i>Street Address</i>		
<i>City</i>		
<i>Zip Code</i>		

### ***Principal or Site Leader Information***

<i>First Name</i>		
<i>Last Name</i>		
<i>Email Address</i>		
<i>Phone Number</i>		



## Project Information

*Do NOT include any organizational identification in your answers.*

STEAM Project/Unit Title (short, creative and on point):

Write a one paragraph, summary/description (to be used for publicity in the event your grant is funded). Be creative! Show how you will grow STEAM in SC through your words! (Include who, what, why, and how.)

Total Number of Students Involved

Total Funds Requested (up to \$2,500)

Total Budget

Narrative Description (word limit 500)

*Clearly describe your innovative project/unit idea and its connection to STEAM-related (Science, Technology, Engineering, Arts/Humanities, and Mathematics) fields, as well as the Profile of the SC Graduate. Describe what will be done, how it will be done, who will do it and the timeline for implementation. Also, include how your requested funding is essential for the successful implementation of the project/unit.*

Purpose/Goals (word limit 500)

*Provide the project/unit's purpose and state specifically what deliverables learners will be asked to produce. Provide data-driven measurable objectives.*

Evaluation (word limit 500)

*In what ways will you determine if the desired learner outcomes have been achieved? List specific and quantifiable indicators for your project/unit and your method(s) for determining success.*



### Plans for Sharing (word limit 500)

*Describe ways in which you will share specific lessons learned with colleagues related to the implementation and delivery of your project/unit.*

### Timeline

*Provide details on the timeline for implementation.*

*For example:*

*May 2024, we will purchase materials. August 2024, we will begin the project. September – November 2024, students will continue working on the project. February 2025, students will showcase their work.*

### Link to Budget Worksheet

*A completed budget must be submitted with your online application as a shared link. To do this:*

1. Download a copy of the [Budget Worksheet Template](#).
2. Complete the worksheet. Provide specific information on the items to be purchased with grant funds. Include the following information:
  - a. item description,
  - b. quantity of items needed,
  - c. the vendor or place from which you will purchase the items,
  - d. cost per item, and
  - e. total cost of total number of items.

*\*NOTE: If your budget is more than the grant funds received, describe the source(s) in which you have secured other funding in order to successfully implement your project.*
3. Create a shareable link. ([Instructions for creating a shareable link](#))
4. Insert the shareable link when completing your online application.

## You're ready to submit online!

Once you have finished filling out your planning worksheet, go to the [Growing in STEM Grants online application](#) to enter your information into the online application.



## Budget Worksheet

Organization Name: \_\_\_\_\_

STEAM Project/Unit Title: \_\_\_\_\_

Budget Category	Grant Funds	Non-Grant	Total Funds
<b>Personnel</b>			
<b>Operations &amp; Materials</b>			
<b>Program/Planning &amp; Travel</b>			
<b>Participant Costs</b>			
<b>Other Costs</b>			
<b>TOTALS:</b>			



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*This is provided as a guide for the deliverables of a funded project.*

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The final report must be submitted via email by 5:00 pm on May 31, 2025 to [grants@sccoalition.org](mailto:grants@sccoalition.org)

## **Growing in STEM Grant**

### **Final Report**

Name: \_\_\_\_\_

School/Organization: \_\_\_\_\_

Grant Title: \_\_\_\_\_

Please answer each question below in 3 pages or less (not including photos), and send the report via email to [grants@sccoalition.org](mailto:grants@sccoalition.org)

1. In what ways did focusing on learner collaboration through a project/unit with a practical, real-world application to STEAM influence your practice as an educator?
2. What were the specific deliverables your learners produced? How were your learners able to achieve those deliverables by collaborating with peers?
3. What were your successes and challenges as you and your learners completed the project/unit? What data supports learner outcomes that were met? What might you do again? What might you change for next time?
4. How were your "lessons learned" shared with colleagues? What feedback did you receive from your colleagues based on your lessons learned from the project/unit?
5. What would some of your learners say about how collaborating with peers on a real-life project/unit impacted their learning? (Include specific quotes written or told by learners.)
6. Attach photos and/or videos from your project/unit (from beginning to end) that we may use for the final report, as well as share with others. Include a description of each photo/video. (You may include a video link for YouTube if necessary.)
7. Provide a detailed expense report including receipts for all funds spent. Any unused funds must be returned to SCCMS.

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