



Gaston Arts Council

Arts in Education – Science, Technology, Engineering, Art & Math {STEAM} Project

Grant Application Process

BACKGROUND/ ELIGIBILITY:

Gaston [County] Arts Council provides financial support to 3rd, 4th & 5th grade classrooms within Gaston County Public Schools to fund the creation of STEAM projects which demonstrate the integration of arts and science, arts and technology, arts and engineering, and/or arts and math. The art teachers are asked to connect with their colleagues in the science, technology, engineering and/or math departments to plan the project and then work with the students to create and implement the project. The projects are meant to create cross collaboration among departments to incorporate the arts to enhance the students’ grasp of their existing coursework in subjects like and related to science, technology, engineering and math as well as factor in the effective use of creativity. All funded projects must be implemented by February 28, 2018.

GUIDELINES:

The project must demonstrate the integration of arts and science, arts and technology, arts and engineering, and/or arts and math. Applicants should submit the following:

School Name

Teachers involved

Grade levels involved

Subjects to be included

Project Title

Amount Requested

Describe project proposal (in less than 500 words)

Project budget

SUBMISSION PROCESS:

Applicants will submit their proposal for consideration via email to gac@gastonarts.org between September 8, 2017 to November 17, 2017. All funded projects must be implemented by February 28, 2018.



SELECTION PROCESS:

The Gaston Arts Council Grants Committee will review and evaluate each application and then recommend funding based on the following criteria:

- Artistic quality and collaborative effort of project
- Connection to current coursework
- Potential impact of project to increase students’ comprehension of a subject or subject matters
- Potential impact of project to increase students’ interpersonal skills

NOTIFICATION PROCESS:

The grant recipients will be notified via email by December 31, 2017.

BONUS:

Each school whose project will receive funding, is encouraged to post their project to Twitter (all text or text and images) A bitly link can be included in the Tweet to provide detail about the project. **Twitter account used must be the school’s and not an individual’s.** Twitter projects posts must include the following: @GastonArtsNC and #STEAM. How bonus winners are determined: the project with the highest number of retweets of the original project post will be the first place winner and that project will receive an additional \$250 to implement the project. The project with the second highest number of retweets will receive \$100. The third place winner will win \$50. Retweets will be counted from January 12, 2018 to February 8, 2018.

FINAL REPORT:

Submit final report via email to gac@gastonarts.org by March 31, 2018.

Provide the following information:

- Title of Project
- Project outcomes: (1) how goals and objectives of the project were met; (2) describe the students’ interest, engagement and interaction; (3) what impact did participating in the project have on the students (for example increased comprehension in a subject or impact on their overall academic performance.); (4) describe the collaborative process involved in creating and completing your project; (5) how important was the financial support received from Gaston Arts Council in making your project a success?