



School/Group S.T.E.A.M. Project Booth Application Example

Online application available at www.jacksonvillesciencefestival.com

Booths must consist of a team of students connected to an “expert” (a local business leader, developer, teacher, professor, or other member of the community) who will work with the students to develop, display, and provide a fun, exciting, and well researched science project with an interactive aspect. The project will be displayed in the school-group area booths at the Jacksonville Science Festival.

Timely set up and break down are the responsibility of the school/group team. Display areas must be safe, attractive, and inviting. You must be sure you have enough material for all participants. Teams must bring their own table, chairs and canopy (if desired.)

All teams must follow equitable practice and all adult volunteers/experts who work independently with student groups must have undergone a level 2 background check through FDLE by fingerprinting as required by Florida Law.

It is recommended that teams participate in all 3 days of the event.

Teams must provide a copy of district/school/organizational Certificate of Liability. (See sample online)

(Please be sure your activity does not require electric hook up unless you bring your own generator)

Name of Organization/School: _____

Name & Title of Applicant: _____

Email Address: _____ Phone: _____

Mailing Address: _____

Number and names of participants in your Group: # in group _____ Names _____

Provide abstract of your STEAM-related Project and Interactive Aspect. *Please attach a separate sheet to this application if you need additional space for abstract description or names of group members.*

I agree to the above terms for a project booth at the Jacksonville Science Festival. I commit to exhibiting our project booth on (circle all applicable days): March 6, 2014 March 7, 2014 March 8, 2014
(March 6 and 7 exhibits will primarily be for other K-12 students/schools. March 8 exhibits will be open to community.)

Signed: _____ Date: _____



S.T.E.A.M. Project Booth Rubric

Participation in the Jacksonville Science Festival must be STEAM related

Science Technology Engineering Arts and Math

Name of Booth/Group: _____

Name of outstanding student: _____

5-Strongly Agree with statement

1-Strongly Disagree with Statement

Booth Presentation

	Description	Place a 5,4,3,2 or 1 in this box
Efficient	Can handle three to five attendees at a time	
High Energy Team	Well-staffed with well-informed individuals	
Eye-catching	Draws the audience to the booth	
Engaging to Children and Adults	Interesting for all ages	

Product

	Description	Place a 5,4,3,2 or 1 in this box
Hands on activities that teach something	Interactive aspect that incorporates takeaway learning	
Cost Effective Materials (not to exceed a total of \$100)	Does not restrict participation to students with means	
Engaging to Children and Adults	Actively involves attendees in the findings, products, and learning	
Student Generated with Community Involvement	Based on student concept incorporates in-kind info/materials	
User Friendly	Doable by/with most people	

Scientific Inquiry

	Description	Place a 5,4,3,2 or 1 in this box
Research Based		
Innovative		
Addressing a Driving Question		

Note: The Driving question fuels all components of the project evaluation during the Jacksonville Science Festival.