

# Igniting STEAM to Drive Social Change



Partnership Opportunities



# Our Mission

Provide a high quality, transformative science, technology, engineering, arts, and math (STEAM) experience to equip our young people with the inspiration and problem-solving skills to help them impact their future.

●  
Drive  
social change in their  
communities

●  
Contribute innovations  
that benefit society

●  
Become change  
makers  
in the world



# Why is this so important?

## Develops Life Skills

Provides students with a well-rounded foundation of skills for life success

## Builds Skills for Tomorrow's Jobs

Enables the next generation of skilled labor and innovators

## Supports Underrepresented Communities

Ensures future innovations reflect valuable and diverse perspectives

## Sustains Economic Growth

Vital to future economic growth and international competitiveness

# The Opportunity

Invest in the Development of STEAM Skills  
for the Betterment of Our Community  
and the Future of Our Youth

# Partnership Program Overview

Program	STEAM Career Pathways			STEAM Ignite Summer of Science
Initiative	General Program	Junior Drone Pilot (New Initiative)	Operation Unique Abilities (New Initiative)	Summer Camp Experience
Timing	January – May September - November	January – May September – November	January – May September – November	June - August
Description	Every elementary in the city of Pontiac, public, charter and academy will receive a STEAM experience	Students from grades 6-8 will receive their junior drone pilot training, earn badges and start flying	Students on the Autism Spectrum or in a wheelchair will receive Drone and VR training	<ul style="list-style-type: none"> <li>• 3 field trips, one to Canada for 25 high school students</li> <li>• 10 STEAM showcases</li> <li>• Grand Finale – STEAM at Night</li> </ul>
Impact	875 students 12 schools	100 students	25 students	650 students

**Total students impacted: 1,650**

**Cost: \$110,000**



# Partnership Benefits

## For You

- **Relevancy** – Showcase your commitment to building and diversifying the work talent pipeline.
- **Access** – Expand your company's brand and services to future and untapped market segments.
- **Impact** – Build and reinforce your employee connection to the communities you serve.

## For Us

- **Expansion** – Enhance scope and content of programs.
- **Innovation** – Create new programs that capitalize on the latest research and technology.

# STEAM Career Pathways

Program Overview  
and  
Partnership Opportunities



# Our Program

## STEAM Career Pathways

Students are exposed to real world problems through highly engaging and interactive experiences in their respective environments.



*“Our kids hear, and they forget, they see, and they remember, they do and they understand”.*

# Grounded in Proven Methodology and Professional Experience

- Incorporates the Common Core State Standards Initiative and the Next Generation Science Standards
- Designed as supplement to any level of curriculum within the K-12
- Highly flexible and scalable
  - Administered as a collaborative in-school, after-school or out-of-school program
  - Varying lengths of time
  - Tailored to the needs/requirements of the educational stakeholders and today's businesses
  - Adaptable to meet the needs of a fluid STEAM environment



# Module Structure

Basic structure for each activity module.

Tailored to accommodate various lengths of times, subjects and projects.

## Introduction to STEAM

- Focused effort to introduce and/or increase the awareness of STEAM via the conveyance of key concepts and careers.
- Students are given a view into the process of problem solving, in conjunction with the engineering design process.
- Presents information that enables the students to think creatively and open ended.

## Activity/Experiments

- Hands on, project-based learning that ties into the STEAM disciplines.
- The goal is to provide engaging projects that integrates the key concepts of STEAM into real world problem solving, via one of the numerous project kits utilized with our modules.

## Career Connect

- Open and informative discussions with professionals within the STEAM field.
- The premise within this section is to teach the students how the key terms, concepts and activities/experiments, tie into a professional STEAM career.

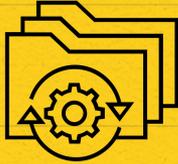




# Current Activities



**Engineering**



**Tech Time**



**Arts**



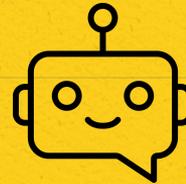
**Rockets/Drones**



**Electricity**



**Lasers**



**Drawbots**



**Chemistry**

We use a closed-loop continuous improvement process to assess the attainment of its student learning outcomes.

# New Initiatives



## Engineering

### Junior Engineer Club

- Introduce students to the wonderful world of Engineering.
- Helps build skills in other subjects, such as science and math as well as helps students understand real-world technologies and problems.
- Suitable for grades 3-5.



## Tech Time

### Latest and Greatest

- This activity will allow students to get up close and personal with the latest technology as they go hands-on with the learning.
- "A smart world will need tech savvy people to drive it".



## Arts

### Sensory Arts

- Let Kids First Initiative show you how to activate your superpowers.
- Creativity lends itself to innovation. Young people can use it to drive social change in their communities, innovation in the country and become change makers in the world.



## Drones

### Junior Drone Pilot Workshop

- Designed for students with little to no experience flying drones. We want students to get our students out of their chairs and flying into the air.
- Suitable for grades 6-8.
- Badges and certificates are earned for completion.

# Operation Unique Abilities



## Drones/VR

### Operation Unique Abilities

- Designed for students who are on the Autism Spectrum or in a wheelchair.
- Include Drone and VR training.
- Badges and certificates are earned for completion.

# Partner Packages

- Premier
- Platinum
- Vibranium

Minimum partnership fee is \$1,000.



# Premium Package

## Includes

- 1 instructor, 1 assistant
- 60 minutes of non-stop exciting STEAM enrichment
- 25 kids
- 1 giveaway
- All materials included

## Program Activities

- You pick the activity, we provide the unforgettable, interactive, hands-on STEAM experience:
  - Engineering
  - Chemistry
  - Arts
  - Drawbots



# Platinum Package

## Includes

- 1 instructor, 1 assistant and team support
- 75 minutes of non-stop exciting STEAM enrichment
- 25 kids
- Minimum 4 sessions
- 1 giveaway per session
- All materials included

## Program Activities

- You pick the activity, we provide the unforgettable, interactive, hands-on STEAM experience:
  - Rockets
  - Electricity
  - Engineering
  - Chemistry
  - Arts
  - Drawbot
  - Career Connect - introduction to STEAM careers
  - Diversity – students engage with professionals who look like them

# Verbranium Package

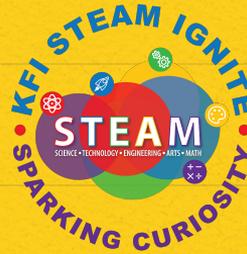
## Includes

- 1 instructor, 1 assistant and team support
- 90 minutes of non-stop exciting STEAM enrichment
- 25 kids
- Minimum: full year commitment
- 1 giveaway per session, plus t-shirt
- All materials included

## Program Activities

- You pick the activity, we provide the unforgettable, interactive, hands-on STEAM experience:
  - Tech time
  - Lasers
  - Rockets
  - Electricity
  - Engineering
  - Chemistry
  - Arts
  - Drawbots
  - Career Connect - introduction to STEAM careers
  - Diversity – students engage with professionals who look like them
  - Monthly field trip
  - STEAM family night, students serve as guest instructors
  - Group projects

Increasing the knowledge of today's  
community for the world of tomorrow.



# KIDS FIRST INITIATIVE

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