

Project Impact Report

DUE Tuesday, September 1

Project Title: TeamSTEAM

Project Leader(s): Sophia Chun

Numbers Reached From your project:

- Direct Impact: 1056
 - Briefly list what qualifies as a direct impact participant for your project:
 - Completed an activity (in-person or kit): 974
 - Volunteer who taught lessons or assisted: 68
 - Staff at in-person activities: 14
- Indirect Impact: 215
 - Briefly list what qualifies as an indirect impact participant for your project:
 - Total views on channel youtube videos
 - Instagram followers

of Volunteers: 8 # of Lessons: 35 Total Instructional Hours: 126

Social Impact:

Describe how your project positively impacted members of the community who are underserved or lacking access. *max. 200 words*

There is no better feeling than when Kindergarteners run around showing their classmates the finished tie-dye shirt they made while talking about how the blue and red mixed together to make purple. Or when staff members ask me for lesson plans so they may teach the lesson to their kids at home.

Originally, my goal was to have kids understand STEAM concepts. However, after teaching over 100 students, it became clear that making smiles became the main goal of my program and the strong STEAM education was bound to follow.

I will never forget little Arthur. Arthur was a math wiz, but no one knew. When we went over how 6 vertebrae hard candies and 5 disc soft candies would equal 11 candies total, Arthur wanted to be more challenged with more candies. As a first grader, he learned how to add 5-digit numbers and got introduced to multiplication.

Arthur is just one example of a trend I often see: kids having the knowledge and ability but not knowing how to foster it. Quest, Amir, Cyrene, Walker, the list goes on. Students used TeamSTEAM as an outlet to launch their own ideas in an inventive manner.

Survey Statistics:

Create an infographic to highlight your best data from this project.

You may use additional pages for this part of the report.

Team STEAM

IN 2020,

1,042 ACTIVITIES COMPLETED

295 activities completed at in-person camps and 679 activities completed through take-home kits. Volunteers completed 68 activities while training.



HOURS OF INSTRUCTION 126



Lessons were taught at in-person camps (OCRM and the Boys and Girls Club) as well as virtually (Jamboree Housing).

68 STUDENTS ATTENDED
LIVE CLASSES

Each student received an individualized experience based on their grade level and feedback.



STUDENT VOLUNTEERS 8



Student volunteers taught or assisted at in-person camps and learned how to communicate with younger students.

EDUCATION FOR ALL STUDENTS

Sign up and join us! Visit www.projectteamsteam.com
email us at projectteamsteam@gmail.com