

Conference: Equity, Innovation, and STEAM #2314092

Community Partners: *Researchers:* Judy Koke (Institute for Learning Innovation), Bob Chen (Univ. Mass, Boston), Laura Conner (Univ. Alaska), John Falk (Institute for Learning Innovation), Nettrice Gaskins (Lesley Univ.), Erica Halverson (Univ. Wisconsin, Madison), Rob Horowitz (Columbia Univ.), Kylie Pepler, (Univ. California, Irvine), Brian Smith (Boston College), Folashadé Solomon (TERC), Kathy Terry (American Institutes for Research), Reginald Todd (Texas Southern Univ.), Alvia Wardlaw (Texas Southern Univ.), Peter Wardrip (Univ. Wisconsin, Madison); *Practitioners:* James Bell (ASTC), Meredith Bennally (Utah Diné Bikéya Tribe), Dorothy Bennett (NY Hall of Science), Sharon Delesbore (Assn. Multicultural Science Educators), Alex Hesse (Leonardo museum), Gabriella Kane (Latinitas), Cheryl McCallum (Children's Museum, Houston), Noël Merriam (National Hispanic Cultural Center), Lindsay Milner (NSTA Informals), Elizabeth Mulcarren (Science Olympiad), Jie Qi (Chibitronics), Jasmine Sadler (STEAM Collaborative), Nicole Temple (Houston Museum of Natural Science)

PI: Lillian Poats (Texas Southern University),
Lillian.Poats@tsu.edu

Co-PIs: Bernnell Peltier-Glaze (Texas Southern University),
Lucinda Presley (Innovation Collaborative)

Project Description

This project will move the STEAM Informal Science Learning (ISL) field forward in relation to equity, well-being, and belonging (EWB) by: 1) Integrating research and practice to assess where the STEAM ISL field is in relation to EWB and what are important next steps to take; and 2) creating an effective STEAM ISL working conference project model to effectively address EWB in STEAM ISL.

Key Achievements (In our 4th month)

- What have you **accomplished** to date?
 - Selected the 7 most important aspects of equity, well-being, and belonging in STEAM ISL to address; solidified in-person conference plans plus logistics for in-person and virtual participants' 2-year participation.
- What are the **broader impacts** to the field?
 - Many diverse voices are addressing equity, well-being, and belonging in STEAM ISL.
- What have you **learned** (including learnings about what *didn't* work)?
 - It's important to be able to adjust expectations and plans when necessary.

Audience & Settings

Audience: STEAM ISL researchers and practitioners

Disciplinary area: STEAM

Learning environment: ISL, higher education, and virtual sites

Access and Inclusion

Throughout the 2-year conference project, 150 diverse in-person and virtual STEAM ISL researchers and practitioners will collaborate to address the most important aspects of equity, well-being, and belonging in STEAM ISL.