



**A COMPETITION LIKE NO OTHER**





# THE S.T.E.A.M. GAMES 2020

The Olympics (and life) may have been postponed, but TML is #Connected&Creative as we help students engage in critical thinking in The S.T.E.A.M. GAMES! We're creating a multi-series competition where kids take the lead in creating projects related to science, technology, engineering, the arts, and mathematics, and TML supporters get in on the action as JUDGES!

## A COMPETITION LIKE NO OTHER

### May 11<sup>th</sup> -22<sup>nd</sup> Full S.T.E.A.M. Ahead: The Science Challenges

TML staff will engage our students through home visits following CDC protocols during the week of May 4<sup>th</sup> - May 8<sup>th</sup> as we kick off our first S.T.E.A.M. series, **The Science Challenges**. Students will choose the experiment they will perform, and TML will equip them with the proper supplies to accomplish the challenge.

### May 22<sup>nd</sup> DUE DATE: Round One Judging by TML Instructors.

**May 25<sup>th</sup>-31<sup>st</sup>: Round Two (the FINAL ROUND) online judging at \$10 donation per vote at [event.gives/2020steamgames](https://event.gives/2020steamgames)**

### Experiments:

Each student will select one project to complete to be judged in their grade category against their age peers.

#### Children K-2<sup>nd</sup> and 3<sup>rd</sup> -5<sup>th</sup>:

1. **Away with Water and Wind**
  - a. Up, up and awayyyy
  - b. Egg Drop Challenge
  - c. Rocking the Boat
2. **Fizzy Fun! Explosions and Reactions**
  - a. Snap, Crackle, Soda POP
  - b. Oh, mama lava: Volcano!
  - c. Can't Stop the Dancing
3. **Machines Gone Wild! Engineering**
  - a. Bridging the Gap
  - b. Balloon Rocket Blastoff
  - c. Tower of Terror, No Room for Error

#### Youth 6<sup>th</sup> -8<sup>th</sup> and 9<sup>th</sup> -12<sup>th</sup>:

1. **Food for Thought: Food Science**
  - a. Density Tower
  - b. The Best Dress
  - c. Whip it Good
2. **Drop it Like it's Hot: Gravity Challenges**
  - a. Egg Drop Challenge
  - b. Drip, Drip, Drop
  - c. Shoot Your Shot
3. **Shake it But Do Not Break it**
  - a. Shiver Me Timbers; EARTHQUAKE!
  - b. Tower of Terror, No Room for Error
  - c. Bridging the Gap



# PRESENTS



We're staying #ConnectedAndCreative as we present  
an online science, technology, engineering, arts, and mathematics competition  
for all TML students Kindergarten to 12th grade while raising needed funds  
to ensure continued educational support for the children & youth of our communities.

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## WILL YOU JOIN US?

Your support will help us provide the supplies needed for students to complete their projects as well as help us to provide prizes that will excite and encourage our students to put forth their best efforts.

### FULL STEAM AHEAD SPONSOR \$2,000

- Company Name listed on the S.T.E.A.M. event page online
- Full minute "commerical" on both our promotional video and on websites
- 6 Social Media shout outs via Facebook, Twitter, and Instagram

### FUN TO LEARN SPONSOR \$750

- Company Name listed on the S.T.E.A.M. event page online
- 30 second "commerical" on both our promotional video and on websites
- 4 Social Media shout outs via Facebook, Twitter, and Instagram

### SUPPORTING SPONSOR \$400

- Company Name listed on the S.T.E.A.M. event page online
- 10 second "commerical" on both our promotional video and on websites
- 2 Social Media shout outs via Facebook, Twitter, and Instagram

## OTHER WAYS TO SUPPORT

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- Encourage members of your company to vote for their favorite project at [event.gives/2020steamgames](https://event.gives/2020steamgames)
- Donate a item to be used as a 1st, 2nd, or 3rd place prize for students.
- Donate promotional items to be used as give-aways to our students with their Welcome Kit (goodies, freebies, or coupons).
- Spread the word on social media!