



The Revolution of STEAM Education

Financial Literacy ▪ Blockchain Technology ▪ Entertainment ▪ Entrepreneurship



STEAM EDUCATION & LIFE SKILLS DEVELOPMENT COURSE

Project Evaluation Survey

Use the Change The Equation Design Rubric below to rate and scale the development of your service-learning project.

Performance Measure	Yes	No
A. Need: Does the program address a compelling and well-defined need?		
a. Statement of need is clear, compelling, and supported by recent, valid, and targeted data.		
b. Program makes clear that it adds unique value in addressing the need		
c. Target audiences are well defined and closely tied to statement of need.		
d. Program can demonstrate that it is reaching the target audience		
B. Need: Does the program address a compelling and well-defined need?		
a. Statement of need is clear, compelling, and supported by recent, valid, and targeted data.		
b. Program makes clear that it adds unique value in addressing the need		
c. Target audiences are well defined and closely tied to statement of need		
d. Program can demonstrate that it is reaching the target audience		
C. Evaluation: Does the program use rigorous evaluation to continuously measure and inform progress in addressing the compelling need identified in Principle A?		
a. Program goals are well-defined and linked directly to the statement of need and the identified target audience.		
b. Current rigorous evaluation data demonstrate that the program is reaching its goals and having an impact with the target audience.		
c. If the program was established within the last three years, it is based on high quality research and has a plan for a rigorous evaluation.		
d. Program regularly uses current data from external or internal evaluations to identify and act on opportunities for improvement.		
e. A viable timeline with clear milestones for measuring progress is included		
D. Sustainability: Does the program ensure that the work is sustainable?		
a. Program has identified and made concrete plans to take advantage of opportunities such as matching funds, favorable state or local policies, or existing reform initiatives.		
b. Plans are clear for sustaining the program with public funds or ongoing support from other partners if/ when philanthropic support ends.		
c. Projected benefits to teaching and/or learning justify the cost per participant.		
d. Program has identified potential challenges such as unstable political environments, changes in leadership, and bureaucratic barriers, and it has detailed plans in place to deal with such contingencies.		

e. All stakeholder organizations actively support the program and communicate that support to their members or employees		
E. Replication and Scalability: Does the program demonstrate that it is replicable and scalable?		
a. Program documents how it can be scaled or replicated and offers tools to support such scaling up or replication.		
b. Program regularly communicates information to new sites to support scaling up or replication.		
c. Program demonstrates that it is adaptable to appropriate new sites and works with local sites to adapt to local conditions.		
d. There is strong fidelity of implementation among sites		
F. Partnerships: Does the program create high-impact partnerships where beneficial?		
a. Recognizing that it lacks certain expertise or competencies, the program partners with other competent organizations.		
b. Program identifies and partners with organizations that have already done work that can help it reach its goals or magnify its impact.		
c. Program has documented how staff or volunteers build strong relationships with educators, community members, and program participants they work with.		
G. Capacity: Does the program have the capacity to meet its goals?		
a. The program has been active in STEAM-learning in the past and has a track record of accomplishing STEAM education goals with the target audience.		
b. The program clearly articulates how its staff, infrastructure, internal expertise, and other resources support the project.		
c. Staff or volunteers know STEAM subject matter and have a command of pedagogy promoting STEAM practices.		
d. Where necessary, program provides staff or volunteers with effective professional development on STEAM content and practices pedagogy and/or skills in building strong relationships.		
e. Alternatively, program provides staff or volunteers with outside resources and training.		
H. Challenging and Relevant Content: Is the STEAM content challenging and relevant for the target audience?		
a. Program is clearly and explicitly aligned with current and relevant local, state, or national standards.		
b. For out-of-school (OST) programs, content is aligned with what students are learning in school or provides enrichment beyond what is offered in school.		
c. Program materials and experiences clearly reflect high expectations for all participants.		
d. Program provides opportunities for real world applications of STEAM where possible.		
e. Program prompts participants to apply or transfer STEAM content to new or unexpected situations.		
I. STEAM Practices: Does the program incorporate and encourage STEAM practices?		
a. Program creates an environment where staff or volunteers foster students becoming active participants in their learning.		
b. Program promotes STEAM practices by encouraging participants to: ask questions and/or define problems; develop and use models; plan and carry out investigations; analyze and interpret data; use mathematics and computational thinking; construct explanations and/or design solutions; engage in argument from evidence; obtain, evaluate, and communicate information; and attend to precision.		

c. Program explicitly demonstrates how it builds skills like critical thinking, problem-solving, creativity, collaboration, and teamwork.		
d. Program prompts participants to be innovative, by having them create new ideas or products in an unscripted fashion		
J. Inspiration: Does the program inspire interest and engagement in STEM?		
a. Program creates excitement by providing positive experiences and dispelling negative misconceptions about STEM.		
b. Program helps participants connect STEAM content to career opportunities that require a strong STEAM background.		
c. Program clearly shows how it connects STEAM to participants' own interests and experiences.		
K. Underrepresented Groups: Does the program identify and address the needs of underrepresented groups?		
a. Program explicitly identifies and addresses needs of groups that are underrepresented in STEAM fields.		
b. Program accommodates diverse learners' needs through tailored instruction.		
c. Where appropriate, technology promotes attention to individual students' needs, diverse interests, and different learning styles.		
d. Program ensures that individual participants spend the time on task they need to accomplish their learning goals.		
e. Learners can learn at their own pace.		