

STEM/ STEAM FESTIVAL

Venue: School Garden

Date: April 24, 2026



Objectives of the Festival

The STEM/STEAM Festival aims to:

- encourage girls' interest and confidence in STEM fields
- promote innovative thinking and problem-solving
- showcase student-led project ideas addressing real-world challenges
- develop participants' presentation and communication skills
- foster international collaboration and exchange of ideas

Festival Atmosphere and Conduct

Participants are expected to maintain a professional and respectful environment throughout the festival.

Participants should:

- actively engage with other teams' projects
- ask constructive questions
- show respect for different ideas and perspectives
- support collaborative learning

The festival is designed as a celebration of ideas, curiosity, and innovation.

Expected Outcomes

At the end of the festival, participants will:

- gain experience presenting STEM ideas to an audience
- improve their scientific communication skills
- learn from the ideas and perspectives of other teams
- strengthen their confidence in pursuing STEM-related paths

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22/04/2026 Tuesday:

Team Work: Designing a Real-World STEM Project

Participants will be divided into international teams. Each team will identify a real-life problem and develop a STEM-based solution using the design thinking framework introduced earlier in the day.

Teams will work collaboratively to define their project concept, identify the scientific principles involved, and design a potential prototype or implementation strategy.

Community STEM Outreach: Preparation for the STEM/STEAM Festival

Teams will begin preparing for the upcoming STEM/STEAM Festival. The festival aims to promote girls' engagement in STEM and to share innovative student ideas with the broader community.

Participants will start preparing their project presentations, communication materials, and interactive elements for the festival.

Team Work: Designing Project Posters for the STEM/STEAM Festival

Teams will create visual posters presenting their STEM projects. The posters will include key elements such as the problem statement, research idea, proposed solution, expected impact, and possible future development.

Participants will also finalize their presentation materials for the festival.

24/04/2026 Thursday:

Scientific Event: STEM/STEAM Festival

The STEM/STEAM Festival will serve as the public showcase of the participants' projects. International teams will present their ideas through posters, demonstrations, and short presentations.

The event aims to inspire other students and members of the community by demonstrating innovative solutions developed by young women in STEM-related fields.

During the festival, each team will formally present their project outcomes. Participants will reflect on their learning experience, collaboration process, and the potential real-world impact of their ideas.

Certificates of participation will be distributed at the end of the session.

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Project Presentation Format

Each team will present their project using a scientific poster and a short oral presentation.

Teams should clearly explain:

1. The Problem

What real-world problem does your project address?

2. The Idea / Proposed Solution

What is your innovative STEM-based solution?

3. Scientific or Technical Basis

What scientific principles, technologies, or methods are involved?

4. Potential Impact

How could this solution benefit society, the environment, or the community?

5. Future Development

How could this project be improved or implemented in the future?

Poster Guidelines

Each team must prepare one project poster.

Recommended poster sections:

- Project Title
- Team Members & Countries
- Problem Statement
- Proposed Solution
- Scientific / Technical Approach
- Expected Impact
- Future Possibilities

Poster Design Recommendations:

- Use clear headings and minimal text
- Include diagrams, sketches, or visual elements
- Use readable fonts and balanced layout
- Avoid overcrowding the poster with information

Posters should be designed so that viewers can understand the project in 2–3 minutes.