

INNOVATION. COLLABORATION. IMPACT.

## SCIENCE

TECHNOLOGY

ENGINEERING







# GIRBEAN INSTEAM

INNOVATION. COLLABORATION. IMPACT.

A UNIQUE PROGRAM BLENDING LEADERSHIP WITH STEAM (SCIENCE, TECHNOLOGY, ENGINEERING, ARTS, AND MATH), DESIGNED TO EMPOWER YOUNG WOMEN TO THINK BIG, CREATE SOLUTIONS, AND LEAD WITH IMPACT.



- HANDS-ON LEARNING: LEADERSHIP MEETS STEAM WITH ACTIVITIES THAT INSPIRE TEAMWORK AND PROBLEM-SOLVING.
- REAL-WORLD IMPACT: SOLVE CHALLENGES THROUGH A MAKERSPACE PROTOTYPE CHALLENGE.
- EXCLUSIVE OPPORTUNITIES: WINNING TEAMS PRESENT PROTOTYPES AT EARTHX TO INDUSTRY LEADERS AND CHANGEMAKERS.

### **PROGRAM STRUCTURE:**

5 SESSIONS - \$100 PER PERSON:
SESSIONS 1-4: VIRTUAL LEADERSHIP AND STEAM
WORKSHOPS.
SESSION 5: ONSITE PROTOTYPE CHALLENGE.

### **REWARDS:**

EARTHX SHOWCASE: TOP TEAMS PRESENT AT DAY 1 OF ROTARY EXPERIENCE.
INDUSTRY EXPOSURE: WINNERS ENGAGE WITH LEADERS ON DAY 2.

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