

STEM + ART = STE(A)M

# inspiration<sup>2</sup>innovation Challenge

## WHAT IS THE i2i CHALLENGE?

Part art show/part science project, the i2i Challenge is a fun way for students to explore nature and investigate STE(A)M (science, technology, engineering, art and math) while inspiring creative thinking.

## WHY PARTICIPATE IN THE i2i CHALLENGE?

**For Educators:** The STEM + Art = STE(A)M—Inspiration to Innovation (i2i) Challenge was developed to give students the opportunity to further their understanding of how STEM subjects and art relate, and the importance of that symbiosis. The i2i Challenge provides educators with community support and a framework to encourage creativity through imagination and incorporate STEM subjects.

**For Students:** STEM + Art = STE(A)M—Inspiration to Innovation (i2i) Challenge allows students to explore the integration of art concepts and STEM subjects. The i2i Challenge provides students with a supported framework for discussion of STEM subjects. Students' observations and classroom discussions serve as the foundation for the students' exploration of the relation between art and STEM and the impact they have on each other.

This exploration will lead students to a better understanding of the symbiotic relationship between art and STEM and encourage them to use their imagination and knowledge to further develop those concepts in new and creative ways.



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## THE i2i CHALLENGE THEME: Trees are Tremendous

Trees are not only some of the largest organisms on the planet, they are also among the oldest. We depend on the many forms of wood for building, fine carpentry, artwork, paper and fuel. They have been used metaphorically as in, “The Tree of Life” or even your “Family Tree.”

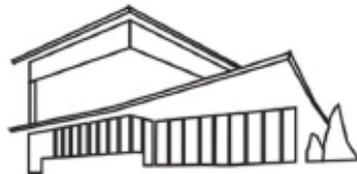
Every part of the tree provides something for Earth’s inhabitants; they provide oxygen and fix carbon, and their roots filter out pollutants and even help to hold the soil from moving with precipitation. Trees also provide homes and shelter for thousands of creatures large and small -- from insects to fungi; birds to squirrels and more. There are a multitude of fascinating facts about trees.

**Think of what YOU can create by learning about these and other things that make trees tremendous!**

You might want to consider:

- Trees root themselves underground, their roots growing horizontally and weave under and around objects beneath the soil. How does this help a tree thrive and how do trees adapt to their environments?
- Bark forms a protective layer on the outside of the tree. How does this “armor” know to move and stretch with the growing tree? What else can bark do?
- Trees are constantly exposed to harsh elements like wind, rain, snow, ice. How are they able to withstand and, in some cases, thrive in such harsh conditions?

These are but a few examples...



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## GENERAL GUIDELINES

The i2i Challenge is a STEAM Challenge - that means your entry is not just an art project, or a science project, or an engineering project, or a technology project or math problem - it should be AT LEAST two of these things at the same time! All entries should convey a STEM idea, while being artfully rendered and designed.

## GUIDELINES FOR JUDGING:

1. Relevance to theme
2. Craftsmanship & Design
3. Originality
4. Artistic Merit
5. Incorporation of STEM Principals

## ELIGIBILITY:

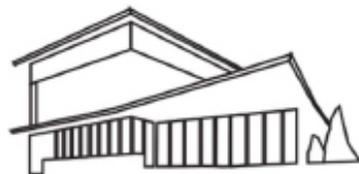
Open to all students in grades K through 8 (as of January 1, 2018) who are current residents of Connecticut.

## YOUR MISSION:

Using inspiration from 'Trees are Tremendous,' create or illustrate a work of art that focuses on aesthetic value, an engineering concept, solving a real-world problem, or any combination thereof.

## QUESTIONS?

For additional information, contact Hannah Kruger, New Britain Museum of American Art, 860-229-0257 ext. 220 or email [krugerh@nbmaa.org](mailto:krugerh@nbmaa.org).



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## HOW TO REGISTER (It's EASY!):

### PRE-REGISTRATION (recommended, but not required)

Are you planning to have your classroom or youth group participate in the i2i Challenge? Please let us know! Send an Intent to Participate email to [swansonk@nbmaa.org](mailto:swansonk@nbmaa.org) that includes your name, school/organization, town, student grade level and the number of entries you anticipate submitting to the Challenge.

### STEP 1: REGISTRATION

**Deadline—Thursday, February 14, 2019**

To Register:

Please send a spreadsheet with the following information to [swansonk@nbmaa.org](mailto:swansonk@nbmaa.org):

ARTIST'S INFORMATION:	FACILITATOR INFORMATION:
Artist's Name*	Educator/Facilitator's Name*
Age*	Organization*
Grade *	Address
Town of Residence*	Phone Number
	Email*
ABOUT THE ARTWORK:	
Artwork Title*	Brief explanation of artwork & how it incorporates STEM principles*
Medium (including list of all materials used in artwork)*	

*\*Required*

We recommend registering early due to space limitations. Registration may close before Feb. 14th if capacity for entries has been reached.

Individual artists who have created artwork independently can also submit entries by following the instructions above -- leaving the 'School' and 'Art Teacher' fields blank.

**It is very important that the Registration be completed in detail as the information will be used on artwork labels and for the exhibition.**



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## STEP 2: SUBMISSIONS

**Deadline—Tuesday, February 19, 2019, 5:00 pm**

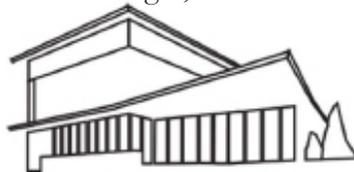
After completing and submitting the Registration Form, arrange to have your artwork delivered to NBMAA, 56 Lexington St., New Britain, CT. **Artwork will be accepted Monday - Friday from 11am - 5pm (6:30pm on Thursdays).** All items must be labeled appropriately. (*Refer to Labels, Matting & Titles on back*)

Other important items to note:

- Only one work per student/group may be submitted.
- All artwork must be an original work from conception through development and shall not infringe on any copyrights or any other rights of any third parties.
- The i2i judges reserve the right to disqualify artwork deemed as offensive.
- If any part of the artwork or its description has been plagiarized, it will be disqualified. Submissions that are derivative works must have permission from the original copyright owner, unless the “fair use” doctrine applies.
- Entries that do not comply with contest rules and/or are submitted after deadlines will not be eligible for judging.

## ARTWORK:

- **Format:** Art must fit in one of the following categories:
  - **2-D:** Maximum size of 20”h x 24”w.  
Acceptable media includes paint, pencil, marker, crayon, ink, chalk and original photography. All 2-D artwork must be matted in white and must fit the size restrictions specified above, including the mat.
  - **3-D:** Acceptable media includes wood, clay, metal, paper, soapstone, plastic and all 2-D media listed above. Mixed media will be accepted and is encouraged. Maximum dimensions are 14”h x 14”w x 16”d.  
Mobile entries must meet all size and media restrictions for 3-D category. Powered pieces must be battery or spring/wind-up or gravity powered.
  - **Digital:** PDF, JPG or standard movie file formats preferred. Artwork should not include audio and must be submitted on a non-returnable USB flash drive.
- Artwork must not exceed 35 pounds.
- No entries will be accepted that are missing pieces, broken, or in need of assembly or repair.
- The Museum prohibits glitter, wet paint, sharp objects, open flames, balloons, spray (perfumes, hairsprays, etc), dangerous chemicals, weapons, pressurized containers, plants or animals (alive or dead), sand, water, hazardous materials (explosive, flammable, or perishable), decaying materials (visible mold, or insect infestation), or anything deemed harmful to the Museum’s collection. Anything of question should be cleared by the Collections Department via Hannah Kruger, 860-229-0257 ext. 220.



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## LABELS, MATTING, AND TITLES:

Artwork should be labeled on the **BACK LOWER RIGHT** of the mat with the following: Student's Name, School/Org., City/Town, Grade, Age, Title, Teacher/Facilitator's Name, Medium & Entry Category (2-D, 3-D, Digital).

A description of the artwork that includes the student's source of inspiration and demonstrated STEM principles must also be submitted. **Please write legibly.**

Entries must be matted in white or ivory, with 2" outside matting. We hope teachers encourage students to give their works titles, which will be included in the program book. Blank entries will be labeled *Untitled*.

## IMPORTANT DATES & DEADLINES:

Fall 2018 – Submit Intent to Participate (requested, but not required)

Monday, Dec. 3 – Open for Registration

Thursday, Feb. 14 – Deadline for Registration Form

Tuesday, Feb. 12 – Tuesday, Feb. 19 – All submissions delivered to NBMAA

Week of Feb. 26 – Judging

Early March – Winners and their sponsoring organizations will be notified

Tuesday, Mar. 19 – Awards Ceremony 5:30 pm; Opening Reception 6:30-7:30 pm

Sunday, Mar. 31 – Last day of student exhibition

Apr. 3, 4 & 5 – Artwork to be picked up at NBMAA (between 9 am – 5 pm)

## PRIZES:

Prizes will be awarded in the following categories:

Gr. K-2 | Gr. 3-5 | Gr. 6-8 | Group Entries

## FIRST PRIZE RECIPIENTS (4) RECEIVE:

- \$100 Gift Certificate plus Award Certificate
- Behind the scenes tour at one of several locations, TBD.
- Complimentary memberships at TMSC & NBMAA

## MERIT AWARDS:

- Certificate of Recognition



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## INSPIRATION TO INNOVATION: PRESENTED BY TMSC & NBMAA

The i2i Challenge is presented in a joint partnership by the Talcott Mountain Science Center (TMSC) and the New Britain Museum of American Art (NBMAA).

The **Talcott Mountain Science Center** is committed to inspiring a love for learning through the wonders of science and technology. Since the organization's inception in 1967, TMSC has continued to be a leader in STEM education, but we believe that STE(A)M -- incorporation of the arts -- is essential to the creative learning process. Learning must be robust and meaningful in all aspects of the curriculum. This concept is the foundation for all learning opportunities offered by TMSC, resulting in hands-on, inquiry based, and fully integrated programming for all ages.

The **New Britain Museum of American Art** is the first institution dedicated solely to acquiring American art. Spanning three centuries of American history, the Museum's permanent collection is renowned for its strengths in colonial portraiture, the Hudson River School, American Impressionism, the Ashcan School, as well as the important mural series *The Arts of Life in America* by Thomas Hart Benton. The singular focus on American art and its panoramic view of American artistic achievement, realized through the Museum's permanent collection, exhibitions, and educational programming, make the NBMAA a significant resource for a broad and diverse public. The New Britain Museum of American Art strives to be a center for lifelong learning in the arts by presenting education programs that incorporate best education practices and an understanding of varied visitor learning styles in order to deepen visitors' understanding and appreciation of American art.

The STEM principles of exploration and discovery are a natural complement to the art-making process. From math-themed middle school tours in our galleries to engineering challenges in our ArtLab for our youngest visitors, the NBMAA embraces STEM + Art in our educational endeavors.



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