

STEMapalooza STEM Fair Guidelines



What: Our STEM Fair is an exciting chance for Girl Scouts to showcase their creativity, experiments, and innovative projects in Science, Technology, Engineering, and Math. This year, projects should also have elements that incorporate the arts!

When: STEM Fair will take place at STEMapalooza, Spring 2026

Applications to participate are due March 1, 2026

Final Project submission March 29, 2026

See Timeline for full details

Who: All Girl Scouts are invited to participate, from Daisies to Ambassadors.

Girl Scouts can participate as an individual, in small groups, or as a Troop.

At least one registered Volunteer is required to oversee Girl Scout Projects.

Continue Reading to see full guidelines and apply to take your place at the STEMapalooza STEM Fair!

Requirements & Deadlines

Requirements:



- Open to Girl Scouts of West Central Florida members
- Girl Scouts of any level, from Daisies to Ambassadors
- Projects can be a demonstration, presentation, or hands-on activity, depending on your age and experience.
 - Older Girl Scouts are encouraged to focus on interactive, hands-on activities.
- Each participant or group must have at least one Girl Scout Adult volunteer present
- All projects should align with safety activity checkpoints to ensure a safe and fun experience for everyone
- Participants must meet all submission deadlines to secure their place in the STEM Fair:

Application Deadline	March 1, 2026	Submission of project proposals closes
Feedback Provided	March 15, 2026	GSWCF will provide feedback on submitted proposals
Final Submission	March 29, 2026	Deadline for completed project submissions
Event Day	TBD, Spring 2026	STEM Fair at STEMapalooza

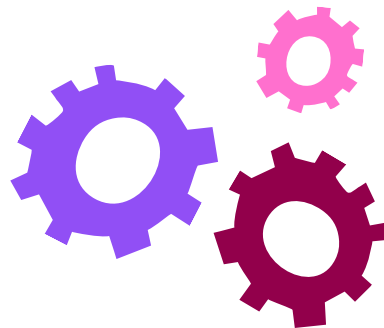
What is STEM/STEAM?

STEM stands for Science, Technology, Engineering, & Math.

STEAM stands for Science, Technology, Engineering, Art, and Math.

It's a way to explore the world through curiosity, creativity, and problem-solving. Whether it's experimenting with chemical reactions, building a robot, coding a game, designing an eco-friendly invention, or creating art inspired by science and math, STEAM connects imagination to innovation.

STEAM is everywhere—in the gadgets we use, the games we play, the buildings we live in, the art we enjoy, and the natural world we care for. It teaches critical thinking and creativity, empowering Girl Scouts to imagine boldly, innovate bravely, and lead confidently as they shape the future.



What is a STEM Fair?

STEM Fair is an exciting event where Girl Scouts can showcase their amazing ideas and projects that explore the world of STEAM! It's a chance to share something you're passionate about with other Girl Scouts, families, and STEM professionals.

Girl Scouts of all levels can participate individually, with their troop, or with friends. This year, as part of STEMapalooza 2026, the theme is “Full STEAM Ahead!” encouraging you to think big about where STEM has been, where it's going, and how creativity fuels innovation for the future.

The STEM Fair is designed to:

- Highlight the amazing creativity and ideas of Girl Scouts.
- Show younger Girl Scouts what's possible in STEAM.
- Build leadership skills and confidence in presenting ideas.
- Celebrate the unique perspectives, imagination, and innovation of every participant.

Project Themes & Types

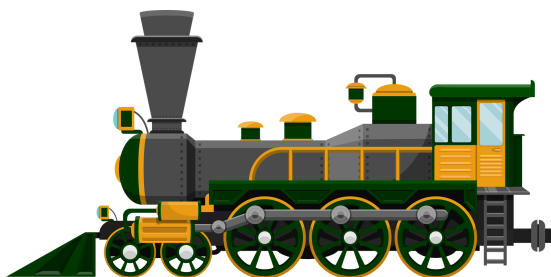
This year, as part of STEMapalooza 2026, the theme is “Full STEAM Ahead!” encouraging you to think about where STEM has been, where it is going, and how creativity fuels innovation for the future.

As a Girl Scout, you have the power to explore, experiment, and create projects that make a difference. Whether it is designing a new invention, improving a process, telling a story through science, or finding a solution to an everyday problem, your ideas can help shape the world ahead.

Use the “Full STEAM Ahead!” theme to guide your project by asking yourself:

- How can my project solve a problem or make life better for others?
- How can I use creativity and design to bring STEM ideas to life?
- What does the future of science, technology, or the environment look like, and how can I be part of it?

Your project does not have to be a massive invention. Every idea counts. Big or small, every project has the power to inspire others and show how imagination leads to creation.



STEMapalooza STEM Fair challenges Girl Scouts to think creatively and explore how they can shape the future through innovation. Projects should reflect the spirit of discovery, problem-solving, and making a difference in the world. From tackling environmental challenges to exploring space, participants are encouraged to dream big and showcase how STEM can make tomorrow brighter for everyone.

Project Themes & Types

Types of Projects:

Girl Scouts can choose between three different types of projects, depending on their level and experience:

Presentation

Create a poster board, record a skit, design a PowerPoint, or come up with your own creative way to present what you've learned and inform others.

Demonstration

This is your chance to show your fellow STEM explorers what you did and what you learned through a live or interactive demonstration.

Set up your project at the STEM Fair to:

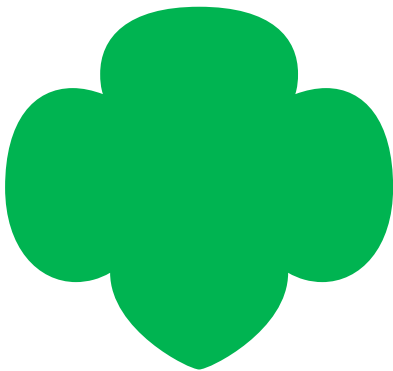
- Perform an experiment step-by-step.
- Show how a process, tool, or model works.
- Explain the science or engineering behind your idea.

Help others understand, learn, and get inspired by seeing your project in action!

Hands-on

Take your project to the next level by creating an interactive experience for those attending STEMpalooza! With this option, you'll not only showcase what you've learned but also invite others to participate in a hands-on activity that you lead.

Whether it's guiding attendees through an experiment, building a model, or trying out a fun STEM challenge, this option lets you share your knowledge while inspiring others to explore, tinker, and create alongside you.



Presentation

What is a Presentation?

A presentation is a creative way to share what you've learned, explored, or discovered with others. Presentations can be flexible and creative—they are perfect for Girl Scouts who want to explain their work clearly while showcasing their imagination. Examples include:

- Creating a poster board that highlights your project and findings.
- Recording a fun or educational skit that explains your STEM idea.
- Designing an engaging PowerPoint to share key facts and visuals.
- Inventing your own creative way to inform and inspire others, such as a video or storyboard.

Guidelines for Presentations:

1. Alignment with Projects:

- Presentations should connect to the theme or STEM concept of your project.

2. Clear Communication:

- Use visuals, written descriptions, or recordings to clearly explain your idea and findings.

3. Creativity:

- Find unique and engaging ways to share your project that reflect your personality.

4. Display Readiness:

- Ensure your presentation is neat, organized, and easy for viewers to understand.

Demonstration

What is a Demonstration?

A demonstration allows you to show your project in action—it's a step up from a presentation and gives attendees the chance to see how your idea works in real life. This option is perfect for Girl Scouts who enjoy teaching others about their discoveries through step-by-step examples. Examples include:

- Performing a simple experiment while explaining the process.
- Demonstrating how a tool, machine, or model works.
- Showing the steps of a design process or scientific method.
- Explaining a real-life problem and how your project offers a solution.

Guidelines for a Demonstration:

1. Alignment with Projects:

- Demonstrations should clearly connect to the STEM concept or theme of your project.

2. Clarity:

- Plan out how you will explain your project while showing the audience how it works.

3. Interactivity:

- While attendees watch, encourage questions or simple participation when possible.

4. Preparation:

- Have your materials ready, and practice your steps so your demonstration runs smoothly.

5. Engagement:

- Keep it exciting and fun—show why your project matters!

Hands-On

What is a Hands-On Activity?

A hands-on activity is an interactive experience that allows attendees to actively engage with STEM concepts. Activities should be simple, engaging, and suitable for a range of ages, particularly younger elementary students. Examples include:

- Conducting simple experiments, like creating a baking soda volcano.
- Building small structures with materials like LEGO or straws.
- Exploring science with touch-and-feel displays, such as fossils or sensory bins.
- Demonstrating a coding challenge on a tablet or computer.

We recommend participants planning hands-on activities to work in a group or recruit volunteers to assist during STEM Fair

Guidelines for Hands-On Activities:

1. Alignment with Projects:

- Activities should connect to the theme or STEM concept of the project.

2. Age Appropriateness:

- Activities should cater to younger attendees while remaining interesting for older participants.

3. Simplicity:

- Materials and instructions should be straightforward to minimize setup and cleanup time.

4. Interactivity:

- Encourage attendees to actively participate rather than passively observe.

5. Safety:

- Ensure activities are safe and require minimal supervision.

Details & Logistics

The STEM Fair is part of STEMMapalooza 2026, GSWCF is expecting 1,500 to 1,800 participants from across Girl Scouts of West Central Florida and beyond! Below is more information regarding logistics from all project types:

Free Event Entry for Participants:

- Each approved STEM Fair submission includes free general admission tickets into the event for all Girl Scouts in the participating group plus two adult volunteer admissions.
- General Admission: STEMMapalooza tickets have a \$10 value, which includes access to all activities, exhibits, and the STEM Fair.

Project Setup:

- Each project will have an 8-foot table and two chairs for setup. If you require electrical, please request it before submitting your final project, must be requested by March 29, 2026
- Please plan on arriving early the day of for set-up, between 8 to 9 AM.

Adult Supervision:

- All participants must have Girl Scout adult volunteers present during the event.

Materials and Guidelines:

- Plan to bring enough materials or supplies for at least 800 youth to interact with your project (hands-on activities, demonstrations, or displays). Additional materials will not be provided.
- Avoid messy or hazardous materials to ensure a safe and clean environment.
- No live animals are permitted as part of project demonstrations or displays.
- No tables are to be left unattended, GSWCF and FPU is not liable for any damaged or missing materials.

Event Day Details:

- Participants will receive setup instructions, logistics, and presentation schedules in advance. Plan to arrive early to ensure your project is ready to engage and inspire attendees throughout the day.

Additional day-of details will be sent out to all participants prior to event.

Ready to Apply?

Be prepared to provide the following information:

1. Who you will be working with (independently, with a small group, or as a troop)
2. What type of project?
 - a. Presentation (virtual)
 - b. Presentation (in-person)
 - c. Demonstration
 - d. Hands-On
3. A detailed description of your project

Scan to apply to
take your place at
the STEMMapalooza
STEM Fair!

