

Kids Advance Thru After School Programs!



Fun in the Sun at Greenfield Missionary Baptist Church STEAM Training Center



DID YOU KNOW...

Research shows that many students lose some knowledge and skills after leaving school campus. Students who attend after school training programs, however, tend to have better educational outcomes.

In fact, children's learning experiences during after school programs can impact whether they earn a high school diploma and attend college. Programs can also be an important time to meet new friends, discover possibilities, and pursue passions.

Our STEAM Training Programs are designed to keep your child's academic skills sharp while also creating opportunities for exploration, adventure, and fun.



Science - Technology - Engineering - Arts - Mathematics

Mixon-Clayton Bridge Builders Memorial Foundation

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Science-Technology-Engineering-Arts-Mathematics

GMBC-STC

Greenfield Missionary Baptist Church

STEAM

Training Center



Our Mission

Our Mission is to ensure that enough young people, especially in under privileged communities are inspired to direct their talents in an area of study that is critical to the future of our country's economic and industrial growth. To ensure a level playing field, **Greenfield Missionary Baptist Church STEAM Training Center (GMBC-STC)**, will partner with IT companies and Non-Profit Organizations to offer students training and opportunities in the areas of Science, Technology, Engineering, Arts and Mathematics (STEAM)

Concept of Operation

Greenfield Missionary Baptist Church STEAM Training Center will support a network of STEAM Hub sites throughout the local community and act as the Central Training Hub. Each STEAM Hub site will receive training programs from the STEAM Training Center and provide this training to each community based Hub and it's students. The STEAM Training Center will operate three training cycles per year (Spring, Summer, Fall). Each training cycle will last approximately four months. The STEAM Training Center will provide training workshops for Instructors, Trainers, Sponsors, Volunteers and Mentors. The Training Center will use several training platforms to provide training to instructors and students.

At the end of each training cycle, each STEAM HUB site will go through a validation process. This will allow each student the opportunity to demonstrate what they have learned. The validation process will consist of knowledge testing, demonstration, competition, and problem solving. The validation process will use subject matter expert to evaluate students on their understanding of the STEAM programs.

STEAM Training Center 2023 Fall Training Cycle Programs

- **Computer Coding Training**
Area of focus: Java, Python
- **Cyber Security Training**
Area of focus: Cryptology (Decryption & Encryption with Key)
- **Computer Technician Training**
Area of focus: Build/Repair Gaming PCs
- **Computer Networking Training**
Area of focus: Local Area Network (LAN)
- **Information Technology (IT) Training**
Area of focus: Help Desk Training (Windows/OS)
- **Robotics Training**
Area of focus: Introduction to 3D Printing
- **Pixel Art Training**
Area of focus: Creating Art/Animation/Videos
- **Digital Audio Production Training**
Area of focus: Creating Sounds and Beats
- **DNA Mapping Training**
Area of focus: Learning about DNA
- **Math Lab**
Area of focus: Problem Solving (Calculus)

Train the Trainer Program

The Greenfield Missionary Baptist Church STEAM Training Center (GMBC-STC) is seeking individuals to train students in the field of Science, Technology, Engineering, Arts and Mathematics (STEAM). All training will be provided by the GMBC STEAM Training Center. We are also asking for volunteers to assist with the upcoming training cycle. No experience needed.

STEAM Hub Sites

The STEAM Hub sites will provide the selected STEAM training programs to the students; each STEAM Hub site will choose up to three training programs each cycle. Each STEAM Hub site will receive training on their selected programs from the STEAM Training Center (Central Hub). GMBC-STC will recruit STEAM Hub sites in the local communities.

STEAM HUB Site Requirements:

- Provide a HUB sites Leader
- Provide Trainers, Sponsors, Volunteers and mentors.
- Provide a safe working and training environment.
- Each STEAM HUB sites is limited to 15 students.
- Open to students from 6th to 12th grades
- Meet minimum 2 hours per week for 10 weeks during the training cycle.