The STEAM Project
Proposal Information Packet

A program for catalyzing the integration of Christian faith and science for emerging adults (18-30 years old) in college and post-college ministries.

REQUESTING PROPOSALS FOR PROJECT
AWARDS OF $10,000-$25,000

Deadline for Proposals
June 15, 2016

www.thesteamproject.org
**PROJECTED TIMELINE**

<table>
<thead>
<tr>
<th>Date</th>
<th>Event</th>
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<tr>
<td>FEBRUARY 2016</td>
<td>Project application opens</td>
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<tr>
<td>JUNE 15, 2016</td>
<td>Deadline for proposals</td>
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<tr>
<td>JULY 31, 2016</td>
<td>Announcement of winning proposals</td>
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<tr>
<td>AUGUST 15, 2016</td>
<td>Projects begin</td>
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<td>SEPTEMBER 26-29, 2016</td>
<td>Convening of grantees at Catalina Island</td>
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<tr>
<td>LATE SPRING 2018</td>
<td>Final convening of grantees</td>
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<td>JUNE 30, 2018</td>
<td>Projects ends; final reports due</td>
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**PROJECT LEADERS**

- GREG COOTSONA       Project Leader
- DAVE NAVARRA       Project Co-Leader
- REBECCA DORSEY SOK  Project Coach
- JUSTIN BARRETT      Chief Project Developer
- BRANDI WEAVER       Project Facilitator

**SUPPORT STAFF**

- REBECCA DORSEY SOK  Project Coach
- JUSTIN BARRETT      Chief Project Developer
- BRANDI WEAVER       Project Facilitator

**INTRODUCTION TO THE PROJECT**

Science and Theology for Emerging Adult Ministries (STEAM) will engage emerging adults (18-30 years old) in the integration of Christian life, practice, and theology with mainstream science through funding ministries in congregations or parachurch groups targeted toward emerging adults; through supporting and training of ministry leaders in the integration of science and theology; through the creation of excellent, usable resources; and through the development of a website resources and social media outreach related to these activities.

By awarding grants of $10,000-25,000 each, STEAM intends to develop emerging adult ministries, primarily for college students, but also for post-college women and men, who will bring together the discoveries and insights of science with Christian faith, practice, and belief.

We believe addressing this demographic is strategically important because emerging adulthood is a time when many, whether through college studies or at work, are engaged in scientific study and practice. Emerging adults already set the tone and substance of much of the culture of the United States, but more importantly, will increasingly constitute the thought leaders for our country and thus for the world.
PURPOSE

“A program for catalyzing the integration of Christian faith and science…”

Like a chemical catalyst—which increases the rate of a chemical reaction, but can be removed once catalysis occurs—this program offers funding and development of leaders for increasing the integration of Christian faith and science in select ministries, and once the grant period ends, this integrative work is intended to continue.

“… for emerging adults (18-30 years old)…”

Emerging adults are increasingly leaving the church. 30-34% in this demographic are “nones”—those who answer “none” to the question “what is your religious affiliation?” According to researcher David Kinnaman, one of the six primary reasons for this exodus is that the church is seen as “antiscience.” This project takes on these problems by affirming that science can actually be a source of new spiritual information and thus a benefit to Christian faith.

Put another way, Emerging adults (or 18-30 year olds) represent a demographic that often resist religious faith, are highly engaged in science, and will increasingly set the agenda for the interaction of science and religion.

“… in college and post-college ministries.”

Sir John Templeton saw humility theology, one of the core activities of his Foundations, as, in part, rescuing religious communities from irrelevance and helping religious leaders become humble and open to learning more about God and the world in much the same way as the sciences humbly explore the physical world around us. Therefore Sir John’s vision was to engage religious communities in the search for new spiritual information, especially in the religious teachings (or theology) learning from science. This project seeks to fulfill his vision.

STEAM believes that the best way to make a change is to fund dynamic, creative ideas and projects from selected Protestant Christian ministries for emerging adults—whether based in a congregation, a parachurch ministry, or a university chaplaincy—which are led by highly effective leaders who partners with a research scientist and a student leader.
ELIGIBILITY: WHO IS ELIGIBLE TO APPLY?

All Protestant ministries in the United States and Canada serving emerging
adults (18-30 years old) will be eligible. We expect that they will be based
in congregations, self-standing parachurch campus groups, or a university
chaplains in secular, public, private, or Christian colleges. There may be,
however, other creative locations not listed here.

THE SELECTION CRITERIA

Proposals will be judged on the following criteria:

• Potential impact (breadth of reach in ministry, on campus, with other
  ministries)
• Quality of project (clarity of purpose, key personnel able to carry out the
  vision and mission of the project)
• Creativity of specific program
• Quality of engagement with theology
• Likelihood of sustained engagement with science
• Plan to communicate more broadly (such as through a webpage, blog, email,
  Facebook)
• Plan to create scalable resources
• Creative and effective evaluation

Proposals given preference will likely have the following:

• Usually a university scientist on the team
• A student or young adult (18-30) on the planning and implementation team
• A ministry leader
• Location of the project such that its effects will multiply (influential leaders,
  key churches and/or campus ministries)

USE OF GRANTS

The following is a sample list of approved expenses that may be included in the
proposed grant budget. Funds may be used for the following:

• To hire staff and/or pay for existing personnel time specifically for this
  project
• To advertise or promote events
• To provide honoraria for outside speakers
• To provide related education / training for project leader and/or staff
• To purchase relevant resources or materials
• To develop and maintain a website
• To cover “indirect” costs for items that are difficult to quantify. Examples
  include, photocopying, postage, office space. These costs may not exceed
  10% of the grant.
EXAMPLES OF POSSIBLE PROJECTS

We want to encourage creative ideas and new projects. The following ideas are simply examples and suggestions.

• A parachurch leader collaborates with a university scientist to create a series of five talks on “Bringing Faith to Science,” which are presented during the course of the normal midweek meeting.
• A college pastor works with a university professor to develop small group materials that will encourage students to see the relevance of science for their faith.
• A student team works with the ministry leader and university scientist to develop high-impact and high-quality videos that will be used in college or post-college ministry and that will be promoted widely on the web.

JUDGING PROCESS

The judging process will take place between June 15, 2016 and July 31, 2016. All applications will be read by three to four anonymous judges who have expertise in one or more of the following areas: emerging adult ministry, theology, and science. All applicants will be notified of their status by July 31, 2016.

POST-AWARD INFORMATION

STEAM is very interested in partnering alongside awarded teams. All awardee teams will have a required set of reports outlining the work and the finances at specific times throughout the length of the grant. Templates and due dates will be provided.

In addition, all awardee teams will come together both at the start of the granting period, and at the end of the granting period, to share project goals and ideas and develop supportive and collaborative relationships. Each team will be required to send two members to each of the two conferences. The first conference will be held in Southern California. The second conference location is yet to be announced. Specific details to be provided upon award. All associated costs will be covered by the STEAM administration.

OTHER INFORMATION

• Please utilize the www.thesteamproject.org for all general information.
• Please communicate via email at info@thesteamproject.org
FAQS

1. When is the due date for applications?
Applications may be submitted until June 15, 2016. Applications are welcomed early. Applications should be submitted to info@thesteamproject.org with “STEAM Project Applications” as the subject line.

2. What language will the projects use?
All application materials, and funded project reports must be submitted in English. There is no language restriction on project activities.

3. What is meant by “science”?
Many use “science” to mean the natural sciences, but STEAM projects can address many forms of science, including psychology, mathematics, sociology and medicine along with the natural sciences. The coupling of science with advocacy or political debate (for example, bioethics, environmentalism, creationism, Intelligent Design) is discouraged.

4. What is the length of the projects?
The window for projects is from August 1, 2016 – June 30, 2018. Projects may be proposed that are shorter than this window, but not longer than this window.

5. How can proposals be submitted?
We request electronic submission of the Proposal Application PDF and Proposal Budget Template in an email to info@thesteamproject.org with “STEAM Project Applications” as the subject line. Additionally, your team will need to fill out the Contact Information Form via our website. Confirmation email will arrive within 72 business hours. If not, please contact us again.

THE APPLICATION PROCESS

Please begin with the Proposal Application PDF, a fillable PDF document, to apply. The application and supporting forms are available online at http://www.thesteamproject.org/apply. We look forward to your proposal.