



STEAMsport, Inc.

WHERE  
SCIENCE and TECHNOLOGY  
COME TO PLAY

# Sip for STEM

## 05.02.2020

SPONSORSHIP PACKAGE .....



[www.steamsport.com](http://www.steamsport.com)



STEAMsport, Inc.



## Dear Friends,

We would like to thank you for your continued support as our organization continues to grow in our service to underserved students. In the span of ten years, we have served over 3,000 students and have created 9 STEAM programs focused on creating pipelines to STEAM related careers. None of this would be possible without our engaged and committed sponsors.

Over the past 10 years we have seen tremendous growth in the number of students we have exposed and educated in science and technology, many have moved on to post-secondary education. However, our work has just begun and over the next 10 years we are committed to serving over 20,000 students to STEAM concepts and activities, having at least 8,000 attend post-secondary education and 2,000 find employment in STEAM related industries.

Sip for STEM is an adult fundraising event that will bring people together for a great networking experience as well as educate those who are unaware of the work our organization provides. STEAMsport, Inc. believes that by making quality STEAM programming available to everyone we can develop the next generation of great American technologist. It's for that reason that all of STEAMsport, Inc. programs are provided free of charge. With your sponsorship, we can continue to have these programs, for free, for our youth.

Thank you,

**William Oliver**

Executive Director, STEAMsport Inc.

woliver@steamsport.com

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# What is STEAMsport Inc.?

STEAMsport, Inc. is a 501-C3 nonprofit organization with the mission of providing science, technology, engineering, arts, and math (STEAM) exposure, engagement and education to youth living in underserved communities in a fun and competitive environment.

Our goal is to break the cycle of generational poverty through accessible and effective STEAM programming that will open the doors to secondary education and STEAM related careers. STEAMsport, Inc. believes that by making quality STEAM programming available to everyone, we can develop the next generation of great American technologists. It's for that reason that all of STEAMsport, Inc. programs are provided free of charge.

We have now served over 3,000 students providing over 9 STEAM programs including:

- Land Robotics (FIRST Lego/First Tech Robotics)
- Underwater Robotics (Seaperch/Seamate Robotics)
- High School Web Design/Mobile App Development (BDPA)
- Video Game Development (Pharos Conclave)
- Media Production
- Fashion Technology
- Computer Aided Design/3D Printing
- Aeronautics
- STEAM Summer Camps

# What is Sip for S.T.E.M.?

Sip for S.T.E.M. is a fundraiser hosted by STEAMsport, Inc. The event will take place May 2, 2020 at The Bailey Room, an event center owned by Cynthia Bailey a cast member of *Real Housewives of Atlanta*. Sip for S.T.E.M. is an adult only wine tasting that will include wine food, music, dancing, entertainment and networking.

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# WHY SPONSOR SIP FOR S.T.E.M.?

As a sponsor, your company's name/logo will appear on the event's poster and in all promotional materials. You will also have marketing access to one of the most sought after demographic niches in the city of Atlanta. This is an exceptional opportunity to reach the sophisticated Grant Park market and engage with potential clients/customers during the event. Event attendees are a captive, receptive audience with time to look, listen and learn about your products and/or services. This event provides a unique networking opportunity to connect with the downtown Atlanta market in a fun and entertaining environment. Businesses can demonstrate, sample or test market products and receive instant feedback from attendees. Not to mention all donations made are tax deductible.

# HOW WILL MY SPONSORSHIP FUNDS BE USED?

A corporate sponsorship will help STEAMsport, Inc. continue to provide FREE STEAM programming to underserved youth. STEAMsport, Inc. targets students in underserved communities realizing that barriers to quality STEAM education including financial resources, transportation and equipment. Knowing this, STEAMsport, Inc. brought mobile STEAM education to public housing communities, local community centers, urban schools and Boys and Girls Clubs. As the number of students grow, increased sponsorships will ensure that youth continue to receive quality opportunities for growth and development.



















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# Sponsorship Opportunities

	<i>Cardinal Red Sponsor</i>	<i>Ruby Red Sponsor</i>	<i>Carmine Sponsor</i>	<i>Currant Sponsor</i>
	\$3,000	\$1,500	\$750	\$600
Social Media Promotion (Facebook, Instagram, Twitter)	●	●	●	●
Website Presence	●	●		●
Email Blast	●	●	●	●
Event Advertisements	●	●	●	
Press Release	●	●	●	●
Logo on Event Vendor Step and Repeat	●			
Corporate Item in Good Bags	●	●		
Opportunity to Speak During Event (3 minutes)				
Identification of Sponsorship Level	●			
Live Sponsorship Announcements by DJ	●			
Corporate Event Tickets	6	4	2	1

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# Event Vendor Opportunities

	<i>Sangria Vendor</i>	<i>Rose Vendor</i>	<i>Cabernet Vendor</i>	<i>Merlot Vendor</i>
	\$250	\$125	\$75	\$50
Social Media Promotion (Facebook, Instagram, Twitter)				
Website Presence				
Email Flyer				
Logo on Event Vendor Step and Repeat				
Corporate Item in Good Bags				
Vendor Table				
Live Sponsorship Announcements by DJ				
Event Tickets	2	2	1	0

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