



The Florida Senate

Local Funding Initiative Request

Fiscal Year 2025-2026

LFIR # 2429

1. Project Title
2. Senate Sponsor
3. Date of Request

4. Project/Program Description

STEAM Labs is a series of hands-on, interactive classes that help children learn about science, technology, engineering, art, and mathematics paced at their learning level. STEAM learning stimulates innovation, creativity, critical thinking, and problem solving skills, resulting in a well-rounded child. It encourages children to think about what they're learning in a more connected, holistic way. Through STEAM, children develop the skills and attributes to navigate the world around them.

5. State Agency to receive requested funds

State Agency contacted?

6. Amount of the Nonrecurring Request for Fiscal Year 2025-2026

Type of Funding	Amount
Operating	300,000
Fixed Capital Outlay	0
Total State Funds Requested	300,000

7. Total Project Cost for Fiscal Year 2025-2026 (including matching funds available for this project)

Type of Funding	Amount	Percentage
Total State Funds Requested (from question #6)	300,000	100%
Matching Funds		
Federal	0	0%
State (excluding the amount of this request)	0	0%
Local	0	0%
Other	0	0%
Total Project Costs for Fiscal Year 2025-2026	300,000	100%

8. Has this project previously received state funding?

If yes, provide the most recent instance:

Fiscal Year (YYYY-YY)	Amount		Specific Appropriation #	Vetoed
	Recurring	Nonrecurring		

9. Is future-year funding likely to be requested?

a. If yes, indicate nonrecurring amount per year.

b. Describe the source of funding that can be used in lieu of state funding.

Complete questions 10 and 11 for Fixed Capital Outlay Projects



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10. Status of Construction

a. What is the current phase of the project?

- Planning
 Design
 Construction
 N/A

b. Is the project "shovel ready" (i.e permitted)?

c. What is the estimated start date of construction?

d. What is the estimated completion date of construction?

e. What funding stream will be used for ongoing operations and maintenance of the project?

11. List the owners of the facility to receive, directly or indirectly, any fixed capital outlay funding. Include the relationship between the owners of the facility and the entity.

12. Details on how the requested state funds will be expended

Spending Category	Description	Amount
Administrative Costs:		
Executive Director/Project Head Salary and Benefits	Provides leadership through their knowledge of technology and technological trends and advancements. They assist in an organization's growth through effective use and application of the latest and most effective technology.	31,000
Other Salary and Benefits		0
Expense/Equipment/Travel/Supplies/Other		0
Consultants/Contracted Services/Study		0
Operational Costs		
Salary and Benefits	Jr. Engineers High School & College Students(8 PT) 8 PT Engineer @ \$12 per hour x 16 hours per week for 10 months (40 wks) 61,440	133,440
Expense/Equipment/Travel/Supplies/Other	The Do-Good 4-1 STEAM Lab Program requires computers, 3D printers, robotics kits, coding software, lab materials, and VR headsets for immersive learning, and computer kits. Supplies such as circuit boards, engineering kits, art tools, and safety gear are essential. Additional costs cover internet access, facility maintenance, curriculum development, and transportation for field trips.	125,000
Consultants/Contracted Services/Study	Marketing & Special Events Coordinator PT Marketing & Special Events @ \$22 per hour x 20 hours per week for 6 months (Mobile workshops)	10,560
Fixed Capital Construction/Major Renovation:		
Construction/Renovation/Land/Planning Engineering		0
Total State Funds Requested (must equal total from question #6)		300,000

13. Program Performance

a. What specific purpose or goal will be achieved by the funds requested?



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The Do-Good 4-1 STEAM Program empowers youth through hands-on STEAM education, career exploration, and mentorship. Its purpose is to bridge opportunity gaps by fostering innovation, critical thinking, and workforce readiness. Goals include increasing STEAM engagement, improving academic performance, providing industry exposure, and equipping students with skills for high-demand careers. The program builds a talent pipeline, driving economic mobility and community impact.

b. What activities and services will be provided to meet the intended purpose of these funds?

The Do-Good 4-1 STEAM Program will offer hands-on STEAM workshops, coding and robotics labs, mentorship from industry professionals, and career exploration field trips. Students will engage in real-world problem-solving through project-based learning, competitions, and internships. Tutoring and academic support will enhance STEM proficiency, while community partnerships will provide access to resources and networking. The program ensures equitable access to high-demand STEAM careers.

c. What direct services will be provided to citizens by the appropriation project?

The Do-Good 4-1 STEAM Program will provide direct services including STEAM-focused workshops, hands-on coding, robotics, and engineering labs, personalized tutoring, and mentorship from industry professionals. Youth will gain career exposure through internships, job shadowing, and field trips. The program will also offer leadership development, college and career readiness training, and access to digital tools, ensuring participants are equipped for success in high-demand STEAM fields.

d. Who is the target population served by this project? How many individuals are expected to be served?

The Do-Good 4-1 STEAM Program will serve 200 youth, ages 8 -18, from economically disadvantaged communities. The target population includes students with limited access to STEAM education, those at risk of academic underachievement, and youth underrepresented in STEAM careers. The program prioritizes engaging minority students, girls, and those facing systemic barriers, ensuring equitable opportunities for skill development, career readiness, and academic success.

e. What is the expected benefit or outcome of this project? What is the methodology by which this outcome will be measured?

The Do-Good 4-1 STEAM Lab Project expects to increase youth engagement in STEAM fields, improve academic performance, and enhance career readiness. Outcomes include 85% proficiency improvement in STEAM subjects (Science, Technology, Engineering, Arts, & Math, 70% increase in career interest, and 60% of age appropriate youth will participate in internships or mentorships. Tracking methods include pre/post assessments, attendance records, project evaluations, and mentor feedback. Data will be analyzed quarterly to measure impact and guide program enhancements.

f. What are the suggested penalties that the contracting agency may consider in addition to its standard penalties for failing to meet deliverables or performance measures provided for in the contract?

If deliverables or performance measures are not met on time, the contracted entity must submit a Corrective Action Plan (CAP) within 30 days, detailing steps to address deficiencies and ensure compliance. Additionally, 10-20% of payments may be withheld until measurable progress is demonstrated. Repeated failure to meet key performance indicators may lead to reduced eligibility for future funding allocations.

14. Is this project related to mitigation, response, or recovery from a natural disaster?

a. If Yes, what phase best describes the project?

- Mitigation (reducing or eliminating potential loss of life or property)
- Response (addressing the immediate and short-term effects of a natural disaster)
- Recovery (assisting communities return to normal operations, including rebuilding damaged infrastructure)

b. Name of the natural disaster (or Executive Order # for events not under a federal declaration):

15. Has the entity applied for or received federal assistance for this project?



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- Yes, Applied
- Yes, Received
- No
- No, but intends to apply

a. If yes, provide the FEMA project worksheet ID#:

b. Provide the total project cost listed on the FEMA project worksheet:

16. Has the entity applied for or received state assistance for this project (other than this request)?

- Yes, Applied
- Yes, Received
- No
- No, but intends to apply

a. If yes, specify the program and state agency (ex. Local Government Emergency Bridge Loan, Department of Commerce):

17. Requester Contact Information

a. First Name **Last Name**

b. Organization

c. E-mail Address

d. Phone Number **Ext.**

18. Recipient Contact Information

a. Organization

b. Municipality and County

c. Organization Type

- For Profit Entity
- Non Profit 501(c)(3)
- Non Profit 501(c)(4)
- Local Entity



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University or College

Other (please specify)

d. First Name Last Name

e. E-mail Address

f. Phone Number Ext.

19. Lobbyist Contact Information

a. Name

b. Firm Name

c. E-mail Address

d. Phone Number

The information provided will be posted to the Florida Senate website for public viewing if sponsored by a Senator.