2021

Education & Science, Technology, Engineering, Arts, Mathematics (STEAM) Subcommittee

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EDUCATION AND STEAM

EDUCATION & STEAM

The goal of the **Education and STEAM committee** is to:

- Establish career pathway programs to keep talent in the state

- Strengthen arts infrastructure and integrate arts with mainstream careers;

- Develop a platform to communicate opportunities and increase public awareness in STEAM fields;

- Promote inclusion of girls in technology fields and negate the "middle school cliff" where girls lose interest in STEAM after the seventh grade.

EDUCATION & *STEAM* COMMITTEE *STRUCTURE*

To achieve its goals, the committee is divided in four workstreams
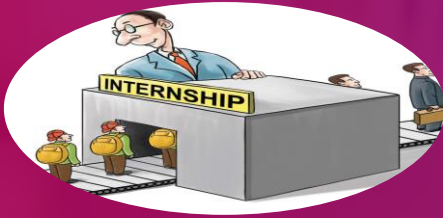
Internship

Develop a statewide internship toolkit for both public-private opportunities

Arts

Strengthen arts infrastructure and help normalize arts careers

Information Hub

House information on resources, programs, opportunities and events that can be accessed by schools, students, teachers and parents

Coding Challenge/Tech Champions

Promote inclusion of girls in technology fields

2021
INTERNSHIP

INTERNSHIP GROUP

GOAL

The internship group is working to establish opportunities and access to career pathways within the public and private sectors. The group is creating a standardized toolkit to define processes for launching a state-wide internship program for all.

Deliverables

- INTERNSHIP TOOLKIT

- MARKETING OF TOOLKIT THROUGH INFORMATION HUB & OTHER PLATFORMS

PREVIOUS STATE

85% of Agencies offer internships

51%offer formal internship programs

53% have written policies and procedures

49%of internships are unpaid

PROGRESS TO DATE

INTERNSHIP TOOLKIT

Created an outline as a guiding document for the toolkit

The Internship toolkit will create a playbook to:
- Leverage successful programs use by private industry and state agencies
- Expose Interns to both public and private work experience
- Provide meaningful experiences to both participants including mentorship
- Provide credit hours as required by colleges

Toolkit

Contents

The toolkit will include:

- Full Program Description
  - *Benefits, internship definition, duration, compensation, requirements, application process.*

- Recruitment &Placement

- Orientation

- Skills growth

- Mentorship

- Evaluations

- Best Practices

CURRENT STATE & STRATEGY

CONDUCTING FOCUS GROUPS with the following stakeholders:

- EMPLOYERS (PRIVATE & STATE)
- EDUCATORS
- INTERNS

Focus Group recommendations will be discussed to determine content and create toolkit

HIGH LEVEL MILESTONES & SCHEDULE

January, February

Focus Groups and Information Gathering.

- Albertus Magnus- intern and educator report
- Connecticut Center for Advanced Technology- Employer and intern report
- American Association of University Women- intern information report
- State agencies- intern and employer report

March, April

Analysis and Report out

- Review recommendations and agree on toolkit content.
- Establish timeline to produce toolkit
- Report to Subcommittee

NEXT STEPS

COMPLETE FOCUS GROUPS, AND EMPLOYER INTERVIEWS

REPORT AT NEXT SUBCOMMITTEE MEETING

FINALIZE CONTENT FOR TOOLKIT

ARTS

2021

Arts

The goal of the arts group is to strengthen the arts infrastructure in the state . Develop a model to integrate arts into mainstream education and normalize arts careers to keep talent in the state

Women in the Arts Series

This initiative will allow local artists, art organizations and school art departments to develop a series of social media posts celebrating current and historical female artists. This collection of posts will be funded on a dedicated Facebook and Instagram account over the course of the month to raise awareness of female artists and to normalize careers in the arts.

DELIVERABLES

- ❏ Virtual art galleries

- ❏ Four Masterclass Live events

- ❏ Daily social media featured posts

EVENT WILL BE HOSTED THROUGHOUT THE ENTIRE MONTH OF MARCH

Social Media Platforms

facebook.com/womenandgirlsinthearts

Instagram #womenandgirlsinthearts

Milestones & Schedule

October & November 2020

- Survey sent to various arts organizations to gauge interest in creating social media posts that highlight female art and artists.

- Received favorable responses from over 26 organizations

January & February 2021

- Content creation by Paier college in partnership with arts organizations and schools

- Communication on details of event, list servs, social media

March

- IT'S SHOWTIME!
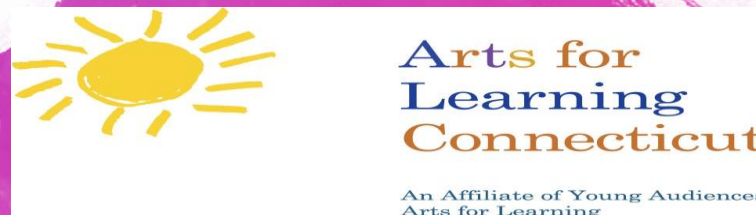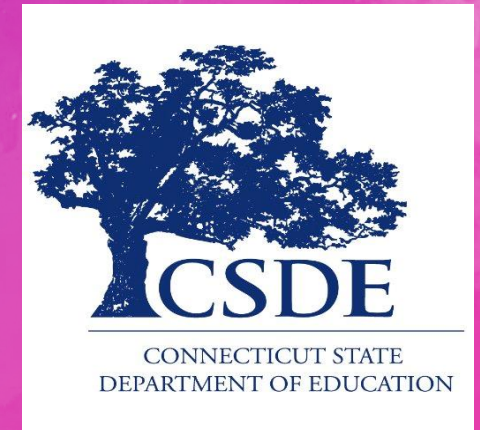
Thanks!

CODING CHALLENGE/TECH CHAMPIONS

2021

CODING CHALLENGE/TECH CHAMPIONS

GOAL

The Coding Challenge/Tech Champions is charged with working on the development and implementation of the Lt. Governor's Coding Challenge to encourage girls to become (and stay) excited about coding and computer science learning.

Deliverable

- DEVELOPMENT OF AN ANNUAL LT. GOVERNOR'S COMPUTING CHALLENGE

LT. GOVERNOR'S COMPUTING CHALLENGE CODING FOR GOOD

2021

Announced on January 25,th The Lt. Governor urged students to design applications to spread messages of positivity, tackle important issues or promote healthy habits.

HIGHLIGHTS

- This year's Challenge consists of three submission options for students:
    - *Concept Challenge,*
    - *Prototype Challenge*
    - *Development Challenge.*

- The following companies have offered financial support – AT&T, Google, Infosys Foundation USA, and Microsoft.   In addition, Google has volunteered Googlers to provide students with feedback on their submissions, and Microsoft is assisting the group with securing industry mentors to support informal education organizations.

- The group is offering a series of webinars every other Tuesday to provide support throughout the challenge

NEXT STEPS

CURRENTLY IDENTIFYING EDUCATION AND INDUSTRY MENTORS FOR BOTH STUDENTS AND ADULTS WHO WILL BE SUPPORTING STUDENTS.

INCENTIVIZING UNDERREPRESENTED SCHOOL DISTRICTS AND COMMUNITY ORGANIZATIONS TO PARTICIPATE BY OFFERING GOOGLE VRs.

WEBSITE IS BEING UPDATED REGULARLY

WEBINARS TO SUPPORT THE CHALLENGE BEING HELD WEEKLY

STATUS UPDATE AT NEXT SUBCOMMITTEE MEETING SCHEDULED FOR APRIL 7th.

INFORMATION HUB

2021

INFORMATION HUB

GOAL

Members of the Information Hub team are tasked with developing a site or platform to hold STEM information, opportunities and activities for interested students in grades K-12, parents and teachers. It is also the goal of the team that the platform be designed so that at a later time it can be expanded to include resources for older populations and industry professionals – for example, tech classes, internships, opportunities etc. for postsecondary students.

Deliverable

- DEVELOPMENT OF A WEBSITE OR PLATFORM TO HOUSE LEARNING AND RECREATIONAL RESOURCES RELATED TO COMPUTER SCIENCE/TECHNOLOGY

INFORMATION HUB

2021

Team members envisioned the concept of an Information Hub, and after consulting with computer science experts in both state government and industry, determined that the initial hub should be designed with the ability to expand as needed.

The committee has submitted an application to the UCONN Graduate Department of Public Policy internship program on Friday, February 26th. The team envisions the intern would work alongside state and community partners to create and maintain the website and develop an efficient means of collecting and reviewing all data and STEM information for the site.

NEXT STEPS

DEVELOP ANTICIPATED TIMELINE OF PROGRESS

APPLICANT REVIEW

UPDATED STATUS REPORT AT NEXT SUBCOMMITTEE MEETING ON APRIL 7TH