Level the Field in Computer Science with Girls Who Code

September 20, 2016







Today's Speakers



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Today's Agenda

- 1. Why Computer Science?
- 2. Girls Who Code Educational Approach
- 3. Student Outcomes & Opportunities
- 4. Our Afterschool Clubs
- 5. Audience Questions



Why Computer Science?



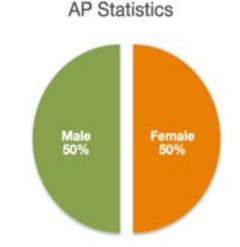


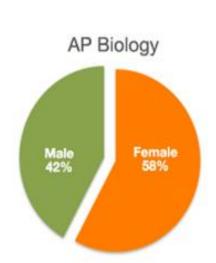
Big Gender Disparities

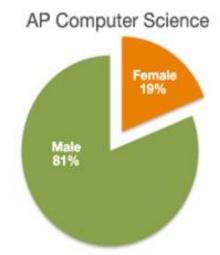
 There has been lots of progress in other STEM fields

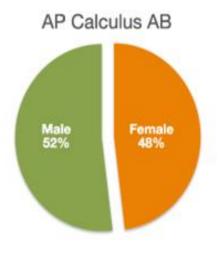
 Computer science and the tech industry still have a large gender gap.

 It is also a very quickly growing industry with varied applications.



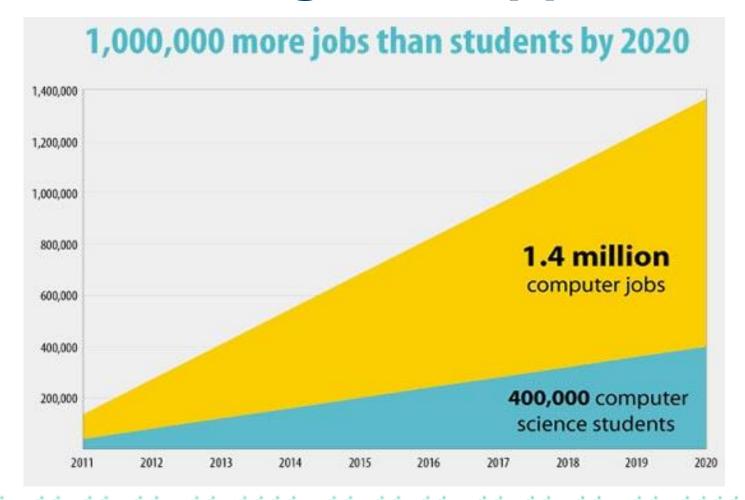








Promising Job Opportunities



The Department of Labor estimates there will be 1 million unfilled jobs in computing by 2020.



Our Educational Approach



Educational Approach



Sisterhood



Community Impact



Computational Thinking



Student Impact



Student Impact



Network & Opportunities



Community Involvement



Problem Solving & Risk Taking





www.youtube.com/watch?v=GgdtteFMVQ0



Computer Science After School



Most Clubs meet weekly for 2 hours per session.

Two roles:

- 1. **Sponsor** = host representative + administrative contact
- 2. Facilitator = attends weekly sessions, must pass or provide a background check



We provide:

- Curriculum & session outlines
- Training
- Network of CS educators







You provide:

- Meeting space
- Computers
- Internet
- Facilitator
- Members (students)



Curriculum Overview

CS Impact Project

- Community-focused problem solving
- Collaborative
- Innovation cycle

GWC Core4

- Loops, variables, conditionals, & functions
- Variety of platforms & topics
- Student choice



Year-at-a-Glance

LAUNCH 1. DESIGN 2. BUILD 3. TEST **CELEBRATE!** 2 SESSIONS 5-7 SESSIONS 10-14 SESSIONS 1-4 SESSIONS 2 SESSIONS As a group, Clubs girls Girls work individually to learn the Core4 computer Girls celebrate Girls begin building Girls test their projscience concepts they'll need to build their CS Impact research their commuect by sharing it sisterhood, get a their accomplishtaste of the Core4 nity, define an issue and Project. with their communiments and share computer science plan the CS Impact ty and identifying their appreciations They learn these concepts through lessons that vary in concepts, and learn Project. whether or not they for each other. about the CS difficulty, programming language, and interest such as met their goals. Girls also set goals for music, art, game design, and storytelling. Impact Project. their CS Impact Project and each student's At the same time, girls identify individual responsibilities for the CS Impact Project and work together to build the success. project.



General Session Agenda

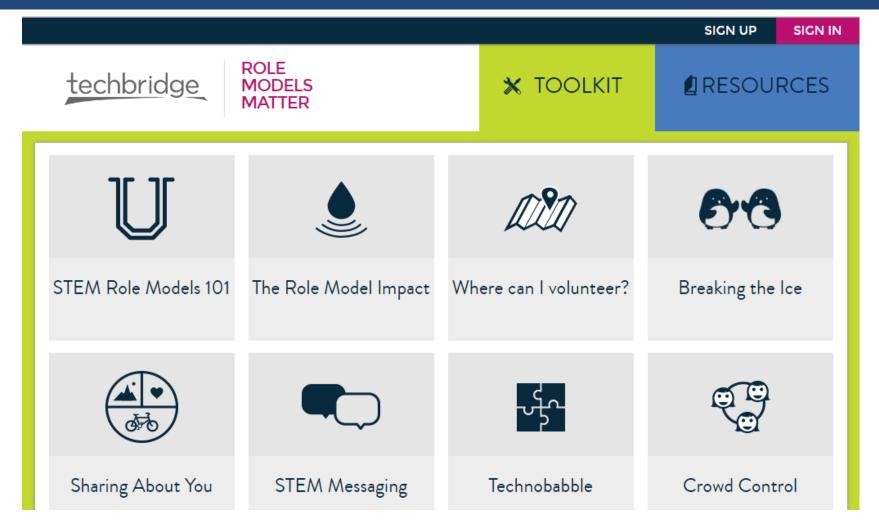
- 1. Building Sisterhood (15-20 min)
- 2. Activity/Activities (60-90 min)
- 3. Debrief/Reflection (15 min)

AGENDA

- → Build Sisterhood: Coe Leta Stafford (15 min)
- → Activity: Prepare and Conduct an Expert Interview (90 min)
- → Debrief & Reflect (15 min)



Using Tech Professionals as Role Models





Sample CS Impact Project



Teens Who Care

lome

Volunteering

Resources

Volunteer Game

How it all started: The Animation

Videos

About us

Volunteering.

Volunteering can impact your life. You learn new things and can have a lot of fun doing so. Volunteering doesn't necessarily have to be going to the local animal shelter, it can be showing up at your neighbor's house and saying you will cut their grass for them, or even watching your friend's dog while they are out of town. Volunteering is everywhere, if you don't want to start out volunteering at your animal shelter or other places, just start out small. Small things can make a BIG difference.

"Teens Who Make A Difference In Their Community"









Audience Questions



Thanks for attending!

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