

A photograph of two young women in a room. The woman in the foreground has short blonde hair and is smiling, looking towards the right. She is wearing a dark blue sweater with a white collar. The woman in the background has dark hair and is also smiling, looking towards the left. She is wearing a grey turtleneck. The wall behind them is white and has several framed photographs pinned to it. The lighting is bright and natural.

2021

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

# EDUCATION AND STEAM



# EDUCATION & STEAM

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2021

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

2021

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



## Internship

Develop a statewide internship toolkit for both public-private opportunities



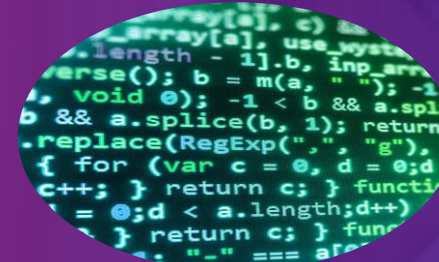
## Information Hub

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



## Arts

Strengthen arts infrastructure and help normalize arts careers



## Coding Challenge/Tech Champions

Promote inclusion of girls in technology fields

Skills  
Mentor  
Experience  
Goals  
Learn  
Development



2021

# INTERNSHIP

# INTERNSHIP GROUP

2021

## 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

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- INTERNSHIP TOOLKIT
- MARKETING OF TOOLKIT THROUGH INFORMATION HUB & OTHER PLATFORMS



# PREVIOUS STATE

2021

85% of  
Agencies  
offer  
internships

51% offer  
formal  
internship  
programs

53% have  
written  
policies  
and  
procedures

49% of  
internships  
are unpaid



# PROGRESS TO DATE

2021

## 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

2021

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

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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

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Analysis and Report out

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

# NEXT STEPS

2021



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](https://facebook.com/womenandgirlsinthearts)

Instagram [#womenandgirlsinthearts](https://www.instagram.com/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 serves, social media

## March

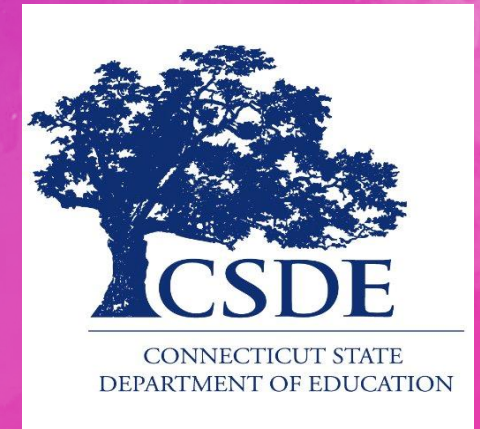
- **IT'S SHOWTIME!**



Thanks!



Hartford  
Foundation  
FOR PUBLIC GIVING



Arts for  
Learning  
Connecticut

An Affiliate of Young Audiences  
Arts for Learning

```
var href = $(this)
var target = $($this.attr('data-')) // SC
href.replace(/.*(?:=#[^\s]+$)/, '')
if ($target.hasClass('carousel')) return
options = $.extend({}, $target.data(), $
slideIndex = $this.attr('data-slide-to')
if (slideIndex) options.interval = false
$.fn.call($target
```

2021

# CODING CHALLENGE/TECH CHAMPIONS

# CODING CHALLENGE/TECH CHAMPIONS

2021

## 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

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



# LT. GOVERNOR'S COMPUTING CHALLENGE CODING FOR GOOD

2021



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



# HIGHLIGHTS

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- 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

2021



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 7<sup>th</sup>.



# INFORMATION HUB

*2021*

# INFORMATION HUB

2021

## 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

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



# INFORMATION HUB

2021

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

2021



DEVELOP ANTICIPATED TIMELINE OF  
PROGRESS  
APPLICANT REVIEW



UPDATED STATUS REPORT AT NEXT  
SUBCOMMITTEE MEETING ON  
APRIL 7TH