

COUNCIL ON WOMEN AND GIRLS

Education and STEAM Subcommittee

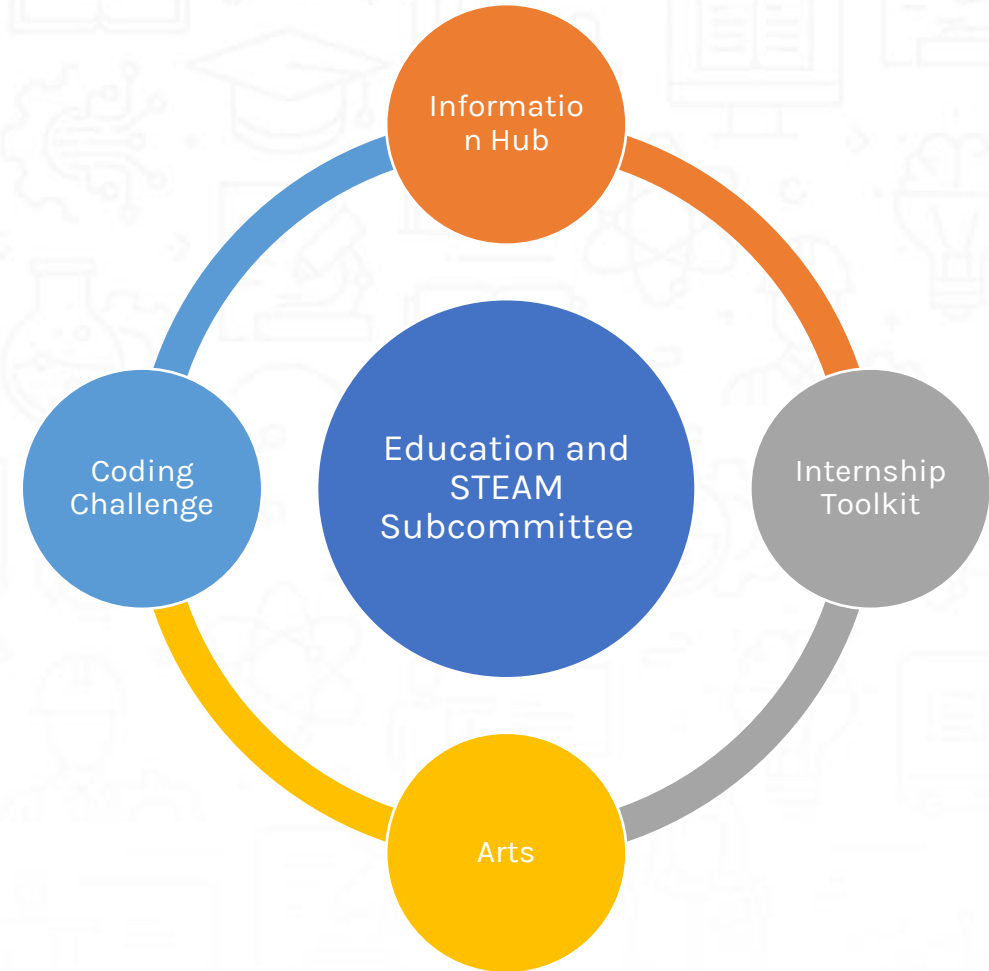
Full Council Update
July 12, 2022



AGENDA

Updates from:

- Coding Challenge
- Internship Toolkit
- Arts
- Information Hub



CODING CHALLENGE



CODING CHALLENGE

- 430 Total Submissions (*Note: Submissions could be from an individual student or from a team of up to 5 students*)
 - 182 Concept Challenge
 - 28 Prototype Challenge
 - 46 Development Challenge
- 55 Different Schools Participated



CODING CHALLENGE BREAKDOWN

Gender	Concept	Prototype	Development
Female	40%	43%	28%
Male	34%	43%	61%
Prefer Not To Answer	24%	15%	11%

Grade Band	Concept	Prototype	Development
3 – 5	56%	37%	0%
6 – 8	39%	16%	13%
9 - 12	4%	47%	87%



CODING CHALLENGE - DIVERSITY

Ethnicity	Concept	Prototype	Development
American Indian / Native Alaskan	<1%	0%	3%
Asian	3%	20%	24%
Black or African American	5%	14%	5%
Hispanic/Latino	12%	21%	7%
2 or More Races	5%	5%	3%
White	23%	25%	51%
Non-Hispanic Latino		3%	0%
Other		3%	3%



CODING CHALLENGE

- ❑ In-person event held on June 8, 2022 at Infosys digital Innovation Center
- ❑ 27 Submissions were highlighted
 - 9 Concept Challenge - Video
 - 7 Prototype
 - 9 Development
- ❑ All Prototype and Development highlighted submissions had a table poster of the landing page
- ❑ 16 Different districts were represented
- ❑ Over 100 people attended
- ❑ The Jackson Lab awarded \$100 each to 8 students from CT Opportunity districts



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CODING CHALLENGE- EVENT PICS



CODING CHALLENGE- SPONSORS & PARTNERS

- Infosys Foundation USA
- AT&T Connecticut
- Travelers
- Tallan
- Eversource
- EdAdvance
- Connecticut State Department of Education
- UConn Werth Institute



INTERNSHIP TOOLKIT



INTERNSHIP TOOL-KIT

- The toolkit had a final edit and has moved out of the draft stage. The team is working on incorporating an electronic on the COWAG website and the STEAM Portal.
- CCAT is piloting the toolkit to offer internships to college graduates with a focus on women and people of color.
- Toolkit will be shared within the next few weeks
- We would like to **thank** our working teams who continue to dedicate their time to the committee.



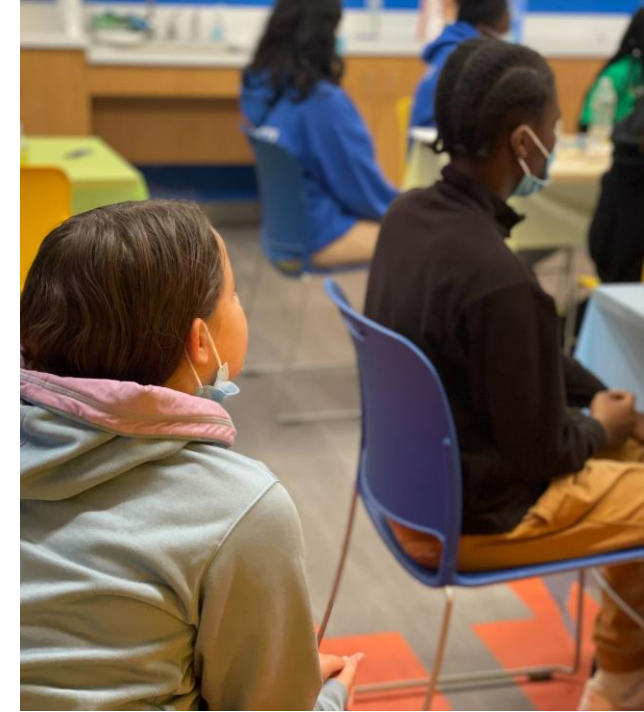
ARTS



ARTS

- The Arts team hosted a Girls Arts Social at the Boys and Girls Club in Hartford – South End on May 26 .
- The goal of the event was to:
 - Introduce girls to the concept of a paid career in the arts in CT
 - Show women as leaders in the arts industry in CT
 - Have the girls both experience (as audience members) live performing arts, and then, have them participate in a live arts activity.
- There were 19 Hartford girls from the Boys and Girls Club in Attendance.
- Teaching artist and poet, Lynette Johnson was hands on with the girls. She taught the girls how to write and perform spoken word.
- Thanks to the LT Governor who sent the girls a video of encouragement. They were very excited and grateful for the support





ARTS Social

- COUNCIL ON WOMEN AND GIRLS
- Education and STEAM Subcommittee



ARTS CONT.

- The Arts team is also collaborating with the Waterbury School District and their student enrichment program. This program exposes girls to technical arts careers example: lighting and sound and is tied in with the Palace's Broadway Series. The Program begins October of 2022 for the school year after school and on weekends.
- The Arts team has successfully worked with LiveGirl to provide 12 paid internships across the state through funding from the DECD, Office of the Arts.
- The team is working with the Greenwich Public Schools to host an all-female black jazz quarter "Fiery Sisters." The Busch- Holley House (Greenwich Historical Society) is collaborating to provide virtual presentations about the lives of the women who lived in the house to girls.



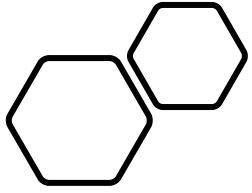
INFORMATION HUB



INFORMATION HUB

- The portal was launched successfully on June 1st at the Sunset Ridge Middle School. The goal of the portal is to:
 - ✔ 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.

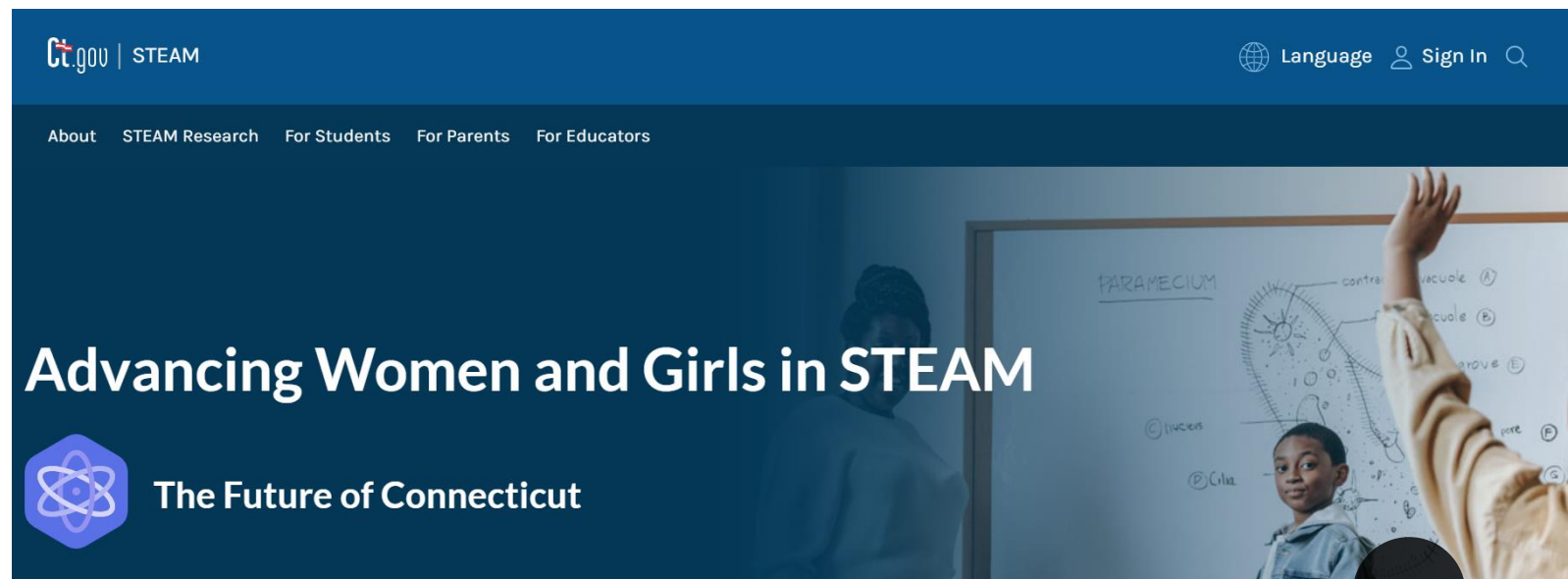




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- <https://portal.ct.gov/steam>



COMMITTEE NEXT STEPS

- Surveys will be sent out to subcommittee members for feedback on plans for social events throughout the year (similar to arts event)
- The goal of the events is to connect girls with STEAM professionals informally so they can learn more about STEAM fields





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