

COUNCIL ON WOMEN AND GIRLS

Education and STEAM Subcommittee

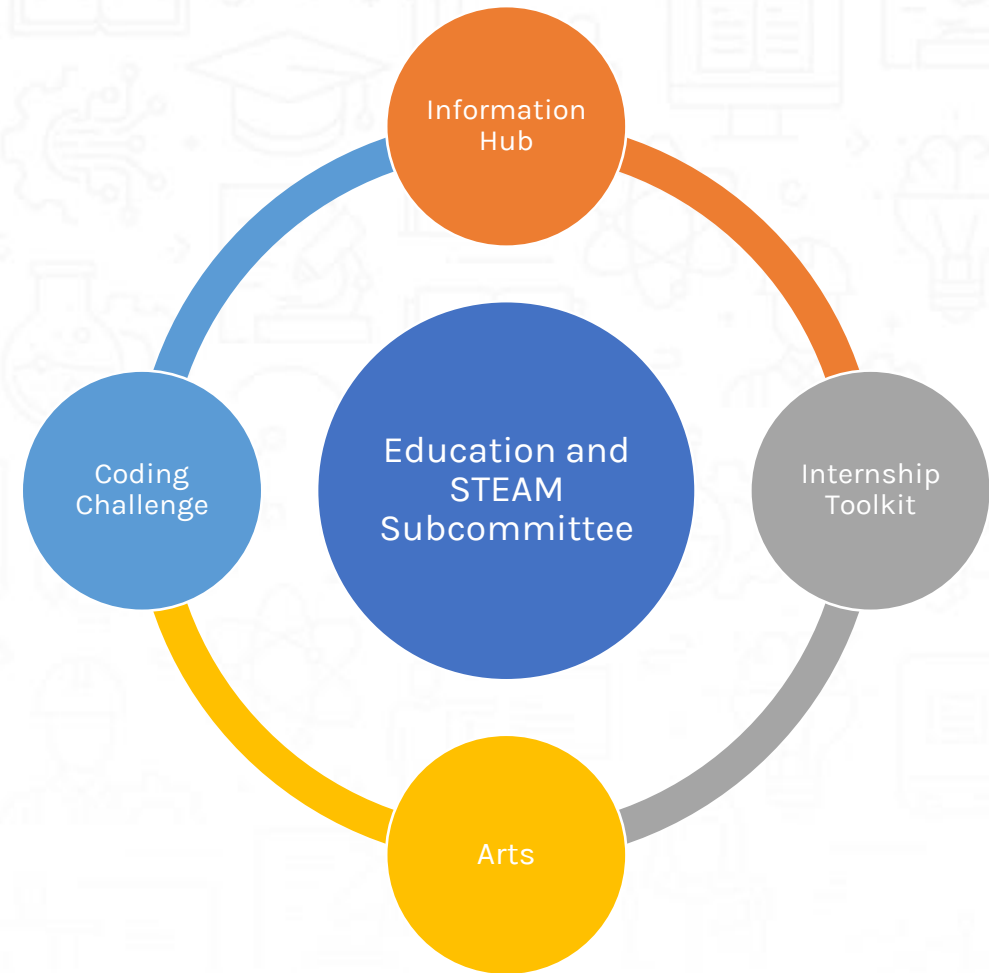
Full Council Update
April 12, 2022



AGENDA

Updates from:

- Arts
- Internship Toolkit
- Coding Challenge
- Information Hub
 - Presented by Jonathan Richter



INTERNSHIP TOOLKIT & ARTS



ARTS

- The Arts team is hosting a women in arts experience at the Boys and Girls Club in Hartford – South End on May 26 , 6-8pm with networking for women and girls. Participating will be between 25-30 young women from middle school to high school. This event is exclusive to Hartford only. There will be one or two teaching artists funded by the DECD Office of the Arts and the focus is poetry and spoken word (tentatively)
- The goal of the event is 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.



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 school-year program begins in the fall of 2022 after-school and on weekends. The team is working to secure funding for the event.
- 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 also working with the Greenwich Public Schools to host an all-female black jazz quartet "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.



INTERNSHIP TOOL-KIT

- The toolkit has entered its **final edit phase**. The team met with UConn's Director of Engagement and Director of the School of Public Policy to fine tune the document with an eye on diversity. The toolkit will be hosted on the COWAG website and the STEAM Portal.
- We would like to **thank** our working teams who continue to dedicate their time to the committee.



CODING CHALLENGE



CODING CHALLENGE

- Currently there have been **56 Concept Submissions** completed
- **42 Prototype submissions** have been created along with **42 Development submissions**
- Overall numbers are down this year, but there are still three weeks remaining. It is important to note that we are hearing from teachers across the state that this has been a very difficult year, perhaps even more so than last as they continue to try to accelerate learning that was impacted from the pandemic.
- **UConn's Werth Institute** is conducting webinars to support the concept challenge and has agreed to review all concept challenge submissions.



CODING CHALLENGE CONT.

- **Jackson Labs** will be reviewing all Prototype and Development Challenge submissions from Opportunity districts
- Office hours are being held regularly to support teachers and students on an as needed basis
- **Infosys** will be hosting the recognition event in person at their Hartford location on June 8th



INFORMATION HUB



PROGRESS REPORT

- Our project is nearing the finish line and close to launch!
- ✔ 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.



- Website live demo!

https://portal-staging.ct.gov/steam/home?language=en_US

Feedback, Questions, Comments: jonathan.richter@ct.gov

