2021

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

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.

Focus Areas

Arts- to strengthen arts infrastructure across the state. Develop a model to integrate arts into mainstream education and normalize arts careers to keep talent in the state.

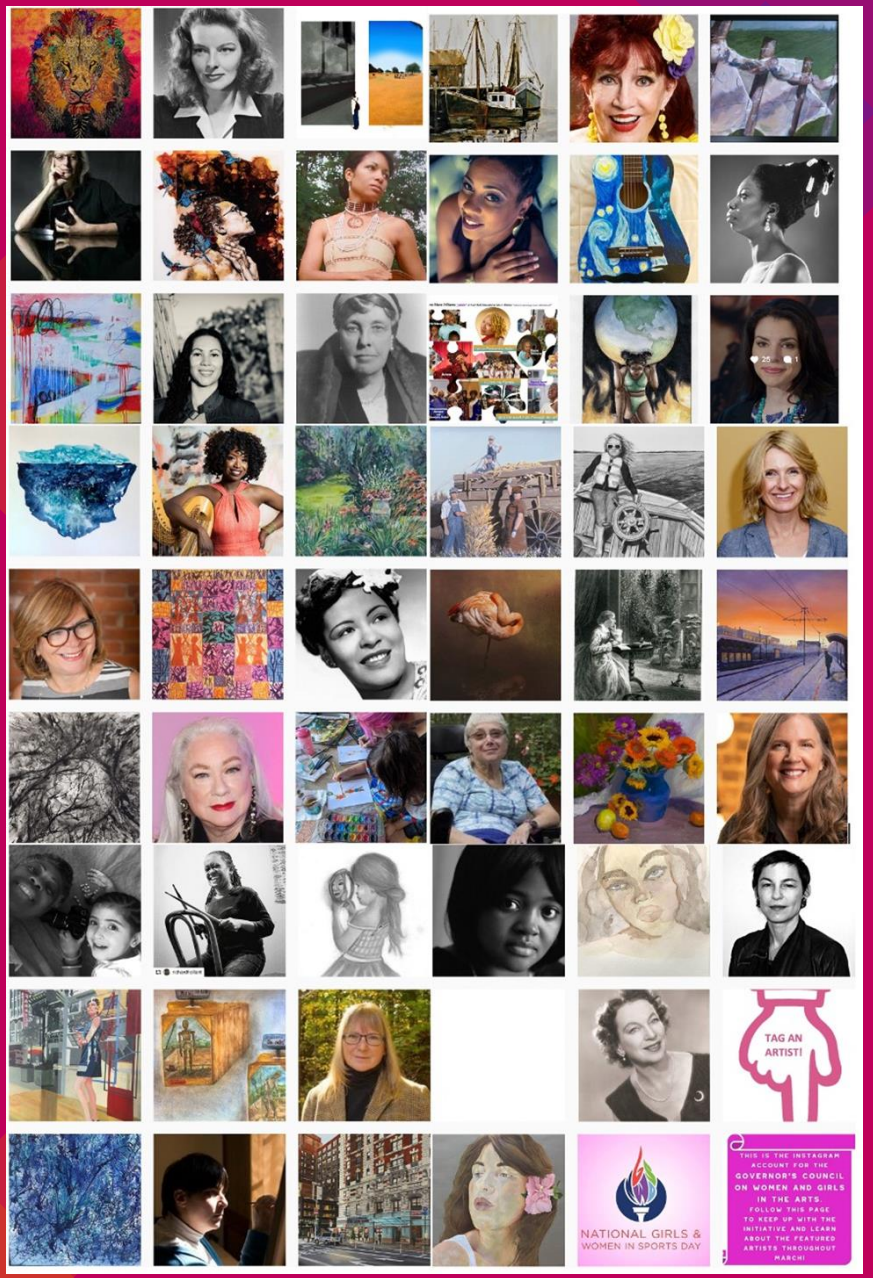
Lt. Governor's Annual Coding Challenge –to encourage girls to become and stay excited about coding and computer science learning.

Internship- to develop a statewide internship toolkit for agencies and CT companies interested in hosting interns.

Information Hub- to house information on resources, programs, opportunities and events that can be accessed by schools, students, teachers and parents.

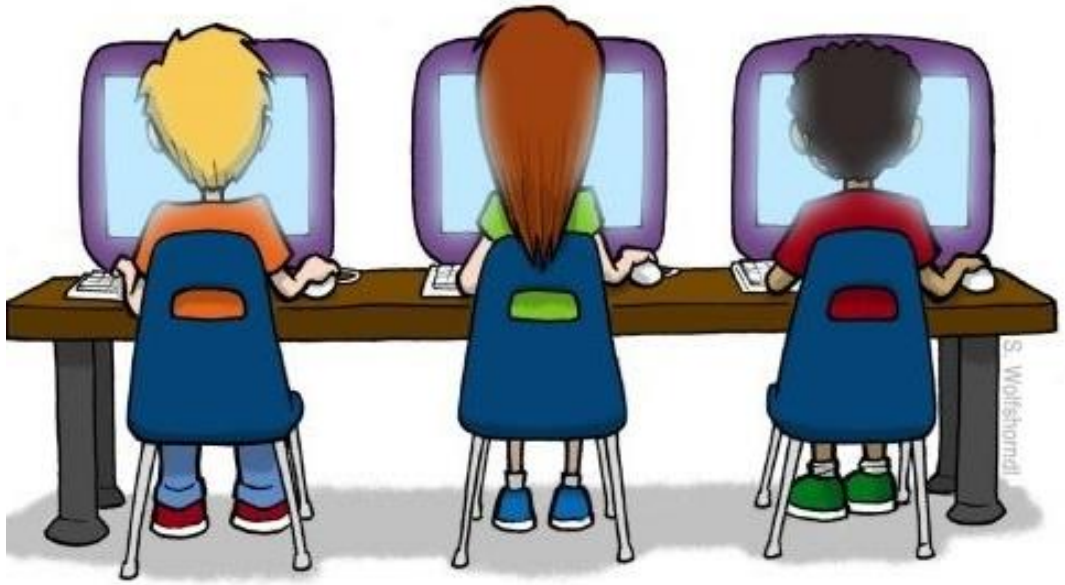
Faces of the Women in Arts Event

- 59,656 total views
- 5,016 interaction
- 15% interaction per view (6% is an average response)



2nd Annual LT. Governor's Computing Challenge

- Submissions closed April 30, 2021
- Total Submissions : 430



Lt Gov Computing Challenge

Categories

Concept--this challenge focuses primarily on ideation. Students are asked to identify a societal problem and solve that problem with a coding solution. Students do not need to do any coding, however, they are asked to answer some questions and create a video explaining their coding solution.

Prototype--this challenge expands upon the concept challenge in that it asks students to create a development plan and a user interface for their coding solution. They are also required to program at least one working feature of the solution.

Development--this challenge expands upon the Prototype challenge in that students need to create a fully-working coding solution.

Coding Challenge Demographic Data

Concept Challenge			Prototype Challenge			Development Challenge	
Female	45%		Female	42%		Female	34%
Male	47%		Male	47%		Male	60%
Non Binary	1%		Prefer Not To Answer	10%		Prefer Not To Answer	5%
Prefer Not To Answer	6%						
American Indian / Native Alaskan	<1%		American Indian / Native Alaskan	0%		American Indian / Native Alaskan	1%
Asian	6%		Asian	45%		Asian	28%
Black or African American	15%		Black or African American	0%		Black or African American	9%
Hispanic / Latino	20%		Hispanic / Latino	2%		Hispanic / Latino	20%
Prefer Not To Answer	15%		Prefer Not To Answer	16%		Prefer Not To Answer	2%
Biracial	10%		Biracial	5%		Biracial	2%
White	32%		White	26%		White	35%
			Other	5%		Other	1%

Computing Challenge

- *30 Judges (majority educators)confirmed*
- *Judging began May 10th*
- *Recognition event will take place week of June 14th*

IN PROGRESS AND UPCOMING

Connecticut Internship Toolkit for Employers and Interns

Toolkit in final stages.
Content includes:

- *BENEFITS*
- *RECRUITMENT PROCESS*
- *ORIENTATION*
- *JOB DESCRIPTIONS*
- *BEST PRACTICES*
- *CHECKLIST*
- *RESOURCES*

INFORMATION HUB

- *Identifying initial target audience – students, parents, educators and industry*
- *Determining how the platform would work within state-approved website/technology*
- *Selecting a college intern to assist with project management – collection and coordination of data, programs, etc.*