

**Governor’s Council on Women and Girls  
Education and STEAM Subcommittee**

**MEETING MINUTES**

**Tuesday, November 15, 2022 | 3:00 PM**

Microsoft TEAMS Meeting

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**I. Welcome Remarks and Updates**

- a. Timothy Larson called the meeting to order at 3:03 PM.
- b. 2023 Coding Challenge
  - i. The coding challenge will launch on Monday (12/05/2022) in conjunction with CS Ed week. There will be a partnership with New Britain School system. An event is currently being planned with Lieutenant Governor Bysiewicz and students from New Britain High School, where they will go to an elementary school and talk about the importance of computer science. Additionally, through the partnership with the Infosys Foundation USA, there will be activities and professional learning to assist teachers with the coding challenge. The kickoff event will be held virtually for the students in New Britain. All updates can be found online at the [Lt. Governor's Computing Challenge](#) website. In terms of cost, Infosys Foundation USA is assisting with the professional learning and there is a commitment from Comcast. For individuals, organizations, or companies interested in sponsoring the Lt. Governor’s Computing Challenge, they can see the flyer for more information (see attachment). There is an intention to continue to provide the Urban School Challenge Award, however, it is not guaranteed to be offered depending on funding.
- c. Internship Toolkit Demonstration
  - i. The Internship Toolkit was reviewed by the subcommittee. The toolkit serves as a guide for employers and assists them with the beginning process/steps of organizing/coordinating an internship program. So far, grammatical errors have been corrected and pictures have been added to the Toolkit. While it is a guide for employers, there has also been input from young adults in creating this resource. In the Toolkit, there is an overview section (“Connect with Connecticut STEAM talent”), a “Design Your Internship” section, as well as an “Implement Your Program- New Intern Orientation” section, and “Evaluate and Grow your Program” section, followed by a “Frequently Asked Questions” section. This will eventually be a live document.

**II. STEAM Social Event Brainstorming/Planning**

- a. In the upcoming year, the committee would like to plan some social events that invite professionals to talk with younger women/girls so they can learn more about the STEM field. When inviting individuals to these events, the committee

hopes to include young women and girls from all over the state to participate, particularly in areas that are overlooked and/or underserved. One recommendation is to have professionals from BioCT attend an event. BioCT has a “Why WiB (Women in Bio)” group that is particularly designed to establish opportunities to talk to youth among the science communities. BioCT would be beneficial to coordinate with since they have access to statewide organizations. In the initial discussions, quarterly events were suggested which would give the subcommittee time to plan them. One idea is that each quarterly event could focus on a different letter of STEAM. However, it needs to be considered that there currently is no money to work with. One way to work around this is to get an information hub up and running where groups/organizations could share their events. In this case, the subcommittee would serve as a connector by providing schools with the opportunities/resources to connect with organizations. LiveGirl would also be a group that could help connect the subcommittee with young people. There has been difficulty with attaining interactive features on the information hub. In order to get input from everyone, the information hub could have a form for this group to get some ideas on events. At the next meeting on Tuesday (12/13/2022), more ideas can be brought up and planning can begin about specific events in the future.

In terms of publicizing events (*i.e.* the Lt. Governor’s Computing Challenge), there will be a launch/press event. Additionally, there will be coordination with school districts to promote it. Since the Lt. Governor’s Computing Challenge takes place over a six-month span, there is time to develop and build projects. In April, the University of Connecticut helps review all the different challenges that are submitted. In June, the award ceremony is held.

**III. Upcoming Education and STEAM Subcommittee Meetings**

- a. Tuesday (12/13/2022)- 3:00 PM (Location TBD)
- b. Wednesday (02/15/2023)- 3:00 PM (Location TBD)
- c. Wednesday (05/24/2023)- 3:00 PM (Location TBD)
- d. Wednesday (08/23/2023)- 3:00 PM (Location TBD)
- e. Thursday (11/16/2023)- 3:00 PM (Location TBD)

**IV. Adjournment**

- a. The meeting was adjourned at 3:43 PM.