Level the Field in Computer Science with Girls Who Code
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Today’s Speakers

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Today’s Agenda

1. Why Computer Science?
2. Girls Who Code Educational Approach
3. Student Outcomes & Opportunities
4. Our Afterschool Clubs
5. Audience Questions
Why Computer Science?
Big Gender Disparities

- There has been lots of progress in other STEM fields.
- Computer science and the tech industry still have a large gender gap.
- It is also a very quickly growing industry with varied applications.
Promising Job Opportunities

The Department of Labor estimates there will be 1 million unfilled jobs in computing by 2020.
Our Educational Approach
Educational Approach

- Sisterhood
- Community Impact
- Computational Thinking
Student Impact
Student Impact

- Network & Opportunities
- Community Involvement
- Problem Solving & Risk Taking
Girls Who Code Clubs

Computer Science After School
Girls Who Code Clubs

Most Clubs meet weekly for 2 hours per session.

Two roles:

1. **Sponsor** = host representative + administrative contact
2. **Facilitator** = attends weekly sessions, must pass or provide a background check
Girls Who Code Clubs

We provide:

- Curriculum & session outlines
- Training
- Network of CS educators
Girls Who Code Clubs

You provide:

- Meeting space
- Computers
- Internet
- Facilitator
- Members (students)
Curriculum Overview

CS Impact Project
• Community-focused problem solving
• Collaborative
• Innovation cycle

GWC Core4
• Loops, variables, conditionals, & functions
• Variety of platforms & topics
• Student choice
# Year-at-a-Glance

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**Launch**
- Girls begin building sisterhood, get a taste of the Core4 computer science concepts, and learn about the CS Impact Project.

**1. Design**
- As a group, Clubs girls research their community, define an issue and plan the CS Impact Project.
- Girls also set goals for their CS Impact Project and each student's success.

**2. Build**
- Girls work individually to learn the Core4 computer science concepts they'll need to build their CS Impact Project.
- They learn these concepts through lessons that vary in difficulty, programming language, and interest such as music, art, game design, and storytelling.
- At the same time, girls identify individual responsibilities for the CS Impact Project and work together to build the project.

**3. Test**
- Girls test their project by sharing it with their community and identifying whether or not they met their goals.

**Celebrate!**
- Girls celebrate their accomplishments and share their appreciations for each other.

*Girls Who Code*
General Session Agenda

1. Building Sisterhood (15-20 min)
2. Activity/Activities (60-90 min)
3. Debrief/Reflection (15 min)

AGENDA

- **Build Sisterhood:** Coe Leta Stafford (15 min)
- **Activity:** Prepare and Conduct an Expert Interview (90 min)
- **Debrief & Reflect** (15 min)
Using Tech Professionals as Role Models

www.techbridgegirls.org/rolemodelsmatter
Sample CS Impact Project

make smART choices!

Teens Who Make a Difference In Their Community

Volunteering

Volunteering can impact your life. You learn new things and can have a lot of fun doing so. Volunteering doesn’t necessarily have to be going to the local animal shelter. It can be showing up at your neighbor’s house and saying you will cut their grass for them, or even watching your friend’s dog while they are out of town. Volunteering is everywhere, if you don’t want to start out volunteering at your animal shelter or other places, just start out small. Small things can make a BIG difference.
Thanks for attending!

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