

INTEGRATING COMPUTER SCIENCE IN SCHOOL & OUT OF SCHOOL

EDUCATE MAINE



PROJECT LOGIN

Engage. Educate. Employ.

EDUCATE MAINE



Angela Oechsle

Program Director,
Project>Login

angela@educatemaine.org

ACTEM Fall
Conference

October 13th-14th, 2022

What is Project>Login?



- A program of Educate Maine, Project>Login empowers Maine educators and learners to prepare for the expanding career opportunities related to computer science and information technology
- Project>Login is the state Partner for CSforALL, Code.org, and the national Girls Who Code initiative
- Our team is a one-stop resource for connecting to Computer Science activities in Maine

Objectives of Session



- Attendees will learn about three signature offerings that Project>Login has developed in conjunction with national partners to integrate Computer Science through formal class experience and extra-curricular capacity
- Resources and outcomes for each offering will be shared

Signature Offerings: CSforALL SCRIPT



- What is SCRIPT?
 - SCRIPT is a two-day CSforALL CS Pathway visioning and goal setting session that follows the evidence-based SCRIPT protocol. It typically involves teams of 5-10 people from one district or a regional session for 2-3 different neighboring districts. The outcome of the facilitated workshop is a pathway document for integrating CS into your district.
- What is CSforALL?
 - A nation-wide nonprofit whose mission is to make high-quality computer science an integral part of the educational experience of all K-12 students and teachers and to support student pathways to college and career success. Visit them at <https://www.csforall.org/about/>

Signature Offerings: Code.org Professional Development Program



- A full year professional development experience including one week of Summer Institute (in-person) and quarterly academic year PD days (virtual)
- Anyone interested should contact Angela or fill out this [interest form](#) to be notified when applications open in December.
- Three Distinct Programs Offered:
 - Computer Science Discoveries (CSD) is an introductory computer science course for 6 - 10th grade students
 - Computer Science Principles (CSP) introduces students to the foundational concepts of computer science and challenges them to explore how computing and technology can impact the world. This course is for grades 9-12
 - Computer Science A (CSA) introduces students to software engineering and object-oriented programming and design using the Java programming language. This course is for grades 11-12

Impacts of the Code.org Professional Development Program



- Over 270 teachers have been trained since 2016
- An estimated 87% of teachers trained have started implementing a CS course in the classroom
- Catalyst for the new Computer Science Professional Development grant offered by the Maine DOE
- Has brought in over \$400,000 in funding from Code.org to support Maine educators (scholarships, materials, stipends, etc.)

Girls Who Code: Summer Camps and Academic Year Clubs

- Project>Login, a signature program of Educate Maine, is Maine's Community Partner for Girls Who Code. Community Partners can help set up new clubs and access resources and grant opportunities from Girls Who Code
- In 2021, Project>Login piloted the first Girls Who Code Summer Camp in partnership with USM (1 school, 1 teacher and 7 students)
- In 2022, Project>Login partnered around the state to offer five Girls Who Code camps, introducing 55 students to computer science, robotics, and coding
- There are currently 24 Academic Year clubs around the state; these clubs usually meet once a week after school with support from an educator facilitator and/or industry mentor or volunteer



Girls Who Code: Activities and Mentorship



Key activities that happen during a Girls Who Code camp or club include:

- Women in Tech Spotlight Speakers - Volunteers from industry who speak to participants about their pathway in tech
- Tutorials, Projects and Coding Activities from Girls Who Code using Hour of Code, Girls Who Code resources and Make Code & Micro:bits
- Team-Building Sisterhood Activities

Something else to consider:



The Maine App Challenge for students age 13+



www.maineappchallenge.com

CS Visions Activity and Q&A

- CSforALL SCRIPT Visioning activity
- Value & Impacts



QUESTIONS??

Funding for the CS Visions project was provided through grant number 1738675 by the National Science Foundation. Any opinions, findings, or conclusions or recommendations expressed in this material are those of the authors and do not necessarily reflect the views of the National Science Foundation.



PROJECT LOGIN

Engage. Educate. Employ.

EDUCATE MAINE



Thank you for
attending our session!

Questions?

E-mail Angela at
angela@educatemaine.org