



Planning a STEM project? Let us fund it! DEADLINE: APRIL 30, 2018

AzCASE and Cox Communications invite Arizona out-of-school time programs to apply for a **2018 Science, Technology, Engineering & Math (STEM) grant**. Programs are encouraged to work with staff and youth to develop creative, new ways to incorporate STEM into out-of-school time programming.



Grants ranging from \$500 to \$1,500 will be funded based on the quality and impact of the proposed projects.

Programs serving K-12 youth afterschool, before school, during summer and on school breaks are **eligible to apply**.

Grants will be evaluated based on the following criteria:

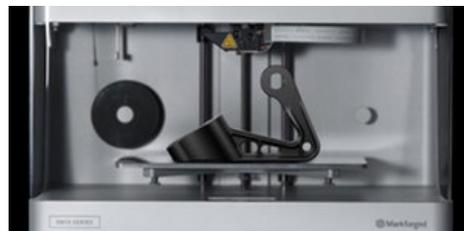
- Quality of the STEM project concept
- Alignment with out-of-school time best practices
- Demographic reach of the project
- Clear budget that aligns with STEM project described

An extra point will be awarded to programs that have signed the **Make It Count Pledge**, and an extra two points will be awarded to programs that have submitted an assessment using the **Arizona Quality Standards Assessment Tool**.

[Learn more & apply](#)

Free 3D Printing Seminar

On May 14th at 6:30pm, STAX3D is hosting a FREE seminar on the use of composite 3D printing in CTE. This seminar will focus on the Markforged Mark Two Desktop 3D printer. We will show you this printer can be used in auto, engineering, drama, video, photo, medical, culinary, and more.



[Learn more](#)

Epistemic Games: The Future of Learning

Epistemic games are computer games that are essentially about learning to think in innovative ways. They're designed to be pedagogical tools for the digital age where the player learns to think like professionals by playing a simulated game of such professions as management, engineering, journalism or urban planning. As schools aim to prepare students for life outside of school, they need to realize that the world now values knowledge and skills that can be applied in creative ways. Epistemic games fit the learning requirements of today's world because they allow students to role-play professions while learning skills that they apply in the game.



[Read more](#)

Arizona Center for Afterschool Excellence

azafterschool.org/STEM

