



2016 STEM Grantee Spotlight Fireside Elementary School | Young Coders Club

Congratulations to 2016 STEM Grantee, **Fireside Elementary School's Young Coders Club**. The purpose of the Young Coders Club is to help kids develop confidence and competence in computer science and coding at an early age. Funding allowed the program to obtain five Dot and Dash Robots, giving them an engaging way to practice coding and robotics. Using the Dot and Dash Blockly App, kids are able to experience coding at levels that are appropriate to them. Some are able to control Dot and Dash using the app's easy remote control, while others are actually giving commands to Dot and Dash using Block Coding. The best part is, that even though they are participating in challenging activities, the kids are having fun the entire time! The Dot and Dash Robots have allowed them to become active participants in the world of computer science.



[Check out the 2016 STEM Grantees](#)

Become a Certified Click2Science Trainer

Click2Science is hosting an inaugural Trainer Institute in Omaha, Nebraska on April 24-25, 2017. The two-day training is designed for individuals seeking to facilitate Click2Science professional development workshops with staff or volunteers in out-of-school time programs. Similar to popular Click2Science educator workshops, the Trainer Institute is an interactive, research-based experience where trainers will learn best practices for using and evaluating Click2Science resources. Participants will receive an official Click2Science



Trainer certification signifying their competency to deliver Click2Science workshops, along with a five-session training program to use with frontline staff.

[Learn more & sign up!](#)

21st Century Collaboration Challenge: Deep Sea Crisis

Develop kids' collaboration and communication skills, raise up to \$500 and receive national recognition by participating in this year's 21st Century Collaboration Challenge! Created by LRNG-GlassLab with funding from the Hewlett Foundation, the Challenge invites youth and instructors to use *Deep Sea Crisis*, a game-based assessment tool that strengthens 21st Century skills. To participate, programs must have access to the internet on at least two computers.



[Learn more & sign up!](#)

Arizona Center for Afterschool Excellence

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