



12 Months of STEM Activities? We've Got You Covered.

Happy New Year!! (Well, almost).

We know that learning STEM helps youth build the knowledge and skills needed to tackle problems systematically, including the abilities to sift through information, draw reasonable conclusions, make decisions based on evidence, and come up with creative solutions. STEM creates changemakers and critical thinkers who can meet and solve our modern challenges.

So our New Year's resolution for 2019 is to share more STEM activities and resources with Arizona out-of-school time professionals. Starting now!

Left Brain Craft Brain pulled together 12 months of STEM projects -- from [Light Up Circuit Valentines](#) to [Polymer Science: Homemade Fruit Gummies](#) -- to start your year off right.



Take a look

State of STEM Report

Over the last 20 years, the perceived 'gap in STEM-ready workers' has been a focus area for employers, educators, job-seekers, students, and more. Despite this, there is still dissonance about the nature and scope of the STEM talent gap. STEMconnector has set out to understand this lack of consensus, building on other foundational research, while laying out a new, comprehensive framework. They interviewed over 100 subject matter experts and practitioners from employers, research institutions, government, K-12 education,

postsecondary education, and other sectors to capture the varying perspectives of these stakeholders across the STEM ecosystem. State of STEM illustrates the current STEM landscape including the organizations, systems, and influences that comprise and shape it.

[Download it here](#)

STATE of STEM

Defining the Landscape to Determine High-Impact Pathways for the Future Workforce

STEMconnector

Start a Girls Who Code Club!

Repost from Afterschool Snack

Girls Who Code wants to work with you to provide your students with high-quality computer science resources! A national nonprofit organization, Girls Who Code is working to close the gender gap in computer science professions. The Girls Who Code afterschool curriculum is FREE to participating clubs with curriculum materials geared toward grades 3-5 and 6-12. This year, Girls Who Code is also offering resources for starting clubs for 3rd-5th grade girls. The new programming guides students through the book *Girls Who Code: Learn to Code and Change the World*, engages students in hands-on online or offline challenges, and develops girls' interest in computer science. The program also focuses on teaching bravery and resilience - attributes that are valuable in computer science and beyond.



To start a club, you need:

1. A space to meet. Clubs are designed to meet between five and 15 times per year and range from 30-minute meetings to 2 hours per session.
2. Computers and internet connection (6-12th grade clubs) or copies of the Girls Who Code books (3-5th grade clubs).
3. A facilitator who is 18 years or older. Program facilitators are not required to have a background in computer science and many club facilitators learn alongside their students!

Bring computer science to the girls you work with: [Start your own club today](#)

Arizona Center for Afterschool Excellence

azafterschool.org/STEM

