FOR IMMEDIATE RELEASE

The National Computer Science for All Movement Grows, CSforALL Community Announces 250+ New Education Efforts

CSforALL Announces New Commitments from Schools, Cities, Nonprofits, and Companies to Expand Computer Science Education

Salt Lake City, UT, Tuesday, October 22, 2019 - Access to computer science has never been more crucial to preparing U.S. students for the future, and the systems in place to expand that access is getting a huge boost today. CSforALL announced today more than 250 new commitments from 171 organization to advance computer science education access and opportunity for youth across the United States at the 3rd annual CSforALL Summit.

#CSforALL commitments are new, specific, and measurable actions aimed at advancing the goal of rigorous and inclusive computer science education for all US youth, and are designed to grow support and momentum for a sustainable K-12 computer science education system in and out of school. Notably 21 organizations listed below have made a #CSforALL commitment annually since 2017. To continue the trend, in 2019 66 organizations have returned to make a commitment at least twice. The commitments detailed below include investments in 25 individual states, and 77 commitments with a nationwide focus.

A sampling of the major announcements being made today include:

- More than **60 school districts** across the country announced efforts to increase access to computer science initiatives for their students and/or offer professional development to their teachers, and a number of organizations — including **Project>Login, BootUp PD, BATEC,** and **UMass Boston** — will work with more than **100 additional school districts** to improve CS access and quality.
- **20 new commitments** focus on improving gender parity and inspiring more girls to pursue computer science, including the **GenderMag Project** and **CSforALL** collaboration on gender-inclusive software design practices, **Hill Air Force Base WiSE** providing support for four after-school **SheTech Clubs** in Utah, and **TechGirlz**' commitment to provide free, hands-on tech workshops for 5,000 middle school girls.
- **47 organizations** committed to expanding access to computer science enrichment through investments in **Out of School Time** activities, ranging from robotics clubs,

summer camps, and extracurricular competitions including multi-state initiatives from the **Afterschool Alliance** and **STEM Education Coalition,** and local efforts such as **Mountainland Technical College** code camps and web development events serving 1,100 Utah students.

- **15 organizations** stepped forward to provide programming, training, and outreach explicitly designed to engage and empower **parents and families** to support the computer science experiences their children will have in the next year. Student engagement begins at home and organizations such as **KinderCare, Kodable**, **CS4Philly**, and **Girl Scouts USA** have committed to serving parents in the coming year.

- **5 colleges and education organizations** have committed to work to bolster computer science education for pre-service teachers, including **Utah Valley University, Georgia State University, and Project Lead The Way**, addressing teacher preparation through rigorous coursework.

- **Utah** grew their footprint tenfold, increasing from 4 commitments in 2018 to 43 in 2019, including 16 commitments that serve rural Utah, and with 88% of Utah school districts represented and an estimated impact of nearly 200,000 individuals. Utah commitment makers include schools and districts like **Juab School District**, **Garfield School District**, statewide organizations such as **USU Extension**, and **STEM Action Center Utah**, higher educations institutions including **Salt Lake Community College**, **University of Utah** and **Utah Valley University**, and investments from industry including **Ivanti, Goldman Sachs**, and **Hill Air Force Base**.

A full list of the new announcements is detailed below and is available by state and region here.

This week, the 2019 CSforALL Summit will convene **more 500 advocates** from around the country to celebrate progress and collaborate on ideas to make CS education even more transformative, inclusive, and essential to all students. Notable speakers include:

- Milton Chen, Senior Fellow, George Lucas Educational Foundation
- Sylvia Acevedo, CEO, Girl Scouts of the USA
- Jake Baskin, Executive Director, Computer Science Teachers Association
- Kate Maloney, Executive Director, Infosys Foundation
- Kumar Garg, Senior Director for Technology and Society, Schmidt Futures
- Ronald Summers, Senior Director of Policy and Implementation, NYC Department of Education
- Robert Berry, President, National Council of Teachers of Math
- Natasha Singer, Reporter, The New York Times
- Steve Daly, President and CEO, Ivanti
- Spencer Cox, Lt. Governor, Utah
- Ann Millner, Senator, Utah State Senate

A livestream of the summit plenary sessions will be available at: http://live.csforall.org

CSforALL is the national hub of the computer science for all movement with a mission to make high-quality computer science an integral part of K-12 education in the United States. Our three-pillar approach; Support Local Change, Increase Rigor and Equity, and Grow the Movement, directs our work across a national and local spectrum to provide equitable and accessible K-12 computer science education to every student. We engage with diverse stakeholders leading computer science initiatives across the nation to support and facilitate implementation of rigorous, inclusive and sustainable computer science. For more information: www.csforall.org Twitter: @CSforALL

The CSforALL Summit is the flagship community event for computer science education in the U.S. Learn more at **summit.csforall.org** and follow the story on **Twitter**, **Medium**, and **Facebook**.

2019 CSforALL Commitments

REGIONAL BREAKDOWN

NATIONWIDE

AccelerateKID will provide a Java Handbook to 25 middle school educators to help prepare eighth-grade students for AP CS Principles and Java examinations by fall 2020.

AccessComputing will recruit and support 200 high school students with disabilities by summer 2020 from schools that serve students who are blind, deaf, or have learning disabilities in order to assist them in transitioning to computing fields in college.

Afterschool Alliance, in partnership with the **STEM Education Coalition**, will work with 16-20 statewide afterschool networks to identify two state-level opportunities for advocacy and policy initiatives that expand access to CS in the out-of-school-time space by summer 2020.

AI4K12.org will develop national guidelines for teaching AI in K-12 by summer 2020, which will benefit 10,000 stakeholders including students, teachers, curriculum developers, and AI tool designers.

The **AI4K12 Initiative**, a joint project of the **Association for the Advancement of Artificial Intelligence** and the **Computer Science Teachers Association**, funded by the **National Science**

Foundation, will develop national guidelines for teaching AI in K-12, modeled after the CSTA Computing Standards by fall 2020.

The **American Institutes for Research**, as part of its CS for All Teachers initiative, will create a series of virtual teacher leadership modules and aligned micro-credentials for a minimum of 40 teachers of CS to hone and demonstrate their knowledge and skills by spring 2021.

American Printing House makes a commitment to introduce Code Jumper, a physical programming language originally designed by Microsoft and developed and distributed by APH to teach children who are blind or visually impaired the basics of computer programming by end of 2020 to benefit 3200 students.

Beauty and Joy of Computing will provide professional development for 100 teachers of AP CS Principles by spring 2021.

Beauty and Joy of Computing will update its free curriculum to meet the 2020 AP CSP standards by spring 2020, which will impact 5,000 students.

Bootstrap will develop and pilot data science curricular materials for fifth and sixth grade social science classes, which will later extend into a data science curriculum for fifth through eighth grades in New York-area schools that fall under the KIPP Charter School Network, which will impact hundreds of students by winter 2020.

BootUp will develop 40 additional free, interest-driven coding projects and lesson plans — for a total of 120 free projects and lesson plans — for elementary coding teachers by summer 2020, which not only encourages depth of understanding through application of coding concepts, but provides research-based suggestions for facilitating interest-driven coding classes.

Boys & Girls Clubs of America, in partnership with **Microsoft**, will provide computer science training to at least 160 club professionals to increase organizational capacity for CS, and will provide $112,500 in passthrough funding to clubs to support efforts to broaden computer science access with a particular focus on both girls and rural communities by spring 2020.

BrainPOP will provide cross-curricular project-based coding projects for non-CS teachers through December 2019 to benefit 1,000 U.S. K-12 teachers.

CMU CS Academy will provide its free online interactive textbook and teacher-led curriculum to over 1,000 schools, reaching over 25,000 students and will provide teachers with the tools and ongoing support they need to offer a world-class computer science curriculum to their students by spring 2020.

CodeHS will build custom computer science courses aligned to CS state standards in 20 states by the start of the 2020 school year to benefit over 50,000 teachers.

Code Nation will bring coding classes to over 50 under-resourced high schools and more than 1,500 students in New York City, Chicago, and the San Francisco Bay Area in the 2019-2020 school year.

CodeScty will provide free access to its hip-hop-based computational thinking — music, media, and curricula — to 200 educators by equipping them with strategies in pre-coding CS concepts through culturally responsive teaching practices from January to March 2020.

Codesters will create a pathway for 20,000 middle school CTE students to pass industry certification exams in programming and computer science by 2021.

College Board will increase the number of new schools offering AP Computer Science Principles through new and existing partnerships, additional outreach, and the AP Mentoring program by 25% by 2020.

The **Congressional App Challenge** will inspire, include, and innovate efforts around STEM, coding, and computer science education by having 10,000 students in all 50 states code and submit an app to be considered for the challenge, generating over 100,000 hours of student coding by winter 2019.

Cornell Tech will create and release a set of K-12 computer science teaching strategies, in the form of a deck of cards, that can be used by administrators, peer coaches, or content coaches to provide teachers with feedback on computing instruction by spring 2020.

Create & Learn will provide a variety of computer science classes by summer 2020 by teaching students state-of-art technologies such as AI and data science to benefit 1,000 students.

CSforALL and the **US Air Force** — in collaboration with the **College Board** and **AFA Cyberpatriot**, with founding support from **Intel**, **Microsoft**, **Capital One**, and **Lockheed Martin** — will launch JROTC-CS, a three-year, 1.5 million demonstration project to create scalable implementation models to provide evidence-based computer science and cybersecurity education opportunities for over 500,000 JROTC Cadets and the 3,489 schools that serve them by December 2021.

CSTA and its 78 chapters will hold 385 events/meetings, reaching 6,077 CS teachers, where each chapter will set individual growth goals to better meet the needs of local teacher membership over the next year.

Digital Promise will work with 17 school districts around the country, serving 40,000 students total, to design and improve computing pathways, focusing on coherent K-12 curricular progressions for computer science and computational thinking, with an intentional emphasis on access and equity for students, concluding in summer 2022.

ECEP Alliance will launch and support a national network of 300 institutions and individuals committed to building pre-service CS teacher education programs and sharing promising practices in broadening participation in CS through teacher preparation over the next two years.

Exploring Computer Science will continue to provide and research effective curricular and professional development support for thousands of teachers in 2019-20 who are teaching the year-long course at their high schools.

Firia Labs will provide teachers with a dashboard that can accomodate their lessons, which will benefit at least 5,000 students by spring 2020.

The **Friday Institute for Educational Innovation** will develop a set of core competencies for CS educators aligned to the new ISTE/CSTA CS Educator Standards to address the gap between aspirational standards and classroom practice, scaffold personalized professional learning for teachers, frame standards crosswalks for professional development providers, and inform competency-based approaches to CS teacher licensure, which will be shared with 5,000 teachers by spring 2020.

The **GenderMag Project** and **CSforALL** are launching a collaboration to facilitate five CSforALL members implementing gender-inclusive software design practices in their CS education platforms and tools to reduce software biases that discourage girls' participation in computing, which will impact 25 million youth through December 2020.

Girl Scouts of the USA will launch a pilot of Family STEM Nights at three Girl Scout councils to make STEM learning more accessible to families via schools and troops in order to reach both Girl Scout and non-Girl Scout families impacting 5000 students by Summer 2020.

Girl Scouts of the USA will conduct a pilot with nine Girl Scout councils to engage STEM skilled volunteers to deliver our computer science curriculum with local troops by Summer 2020.

Girls Who Code will work on passing gender-specific public policies in order to close the gender gap in technology in 11 states by winter 2021.

Infosys Foundation USA will partner with the **University of Rhode Island** to expand its Pathfinders Institute, a hands-on professional development program that provides 200 K-12

public school teachers from across the U.S. with training in CS and maker education in February 2020.

JP Morgan Chase will engage youth in opportunities to learn about and pursue careers in computer science the All Star Code program where it will engage 40 young men in two U.S. cities, as well as its internal senior leader stakeholders and employee volunteers by summer 2020.

JP Morgan Chase will engage youth in opportunities to learn about and pursue careers in computer science through Generation Tech, which will engage 1,200 students, parents, and teachers at 12 global JP Morgan locations by summer 2020.

JP Morgan Chase will engage youth in opportunities to learn about and pursue careers in computer science through its Cyberkidz program where it works with 11,000 students, parents, and teachers globally and partners with schools and nonprofits local to its JP Morgan communities.

JP Morgan Chase will engage youth in opportunities to learn about and pursue careers in computer science through the Girls Who Code program, where it will engage 120 young women across six U.S. cities as well as its internal senior leader stakeholders and employee volunteers by summer 2020.

JWC Consultants, LLC will create integrated lesson plans and relevant supporting professional learning for 200 teachers who are imagining computer science in every content area from pre-K to 12th grade in school districts serving underserved students across the nation by summer 2021.

KinderCare Education will update their infants through pre-K/transitional kindergarten curriculum to be delivered via an innovative digital delivery platform and include a new STEM domain with a focus on computational thinking by spring 2021 to benefit more than 136,000 children and nearly 30,000 educators.

KinderCare makes a commitment to create a series of family connection activities to nurture healthy technology habits at home, including digital citizenship and computational thinking, for families of more than 186,000 KinderCare children, with access to select content for all families with young children by 2021.

KinderCare will deploy an out-of-school-time curriculum focused on engineering, coding, art and design, and digital citizenship by fall 2020, designed for its nearly 50,000 school-age students in its programs in nearly 40 states.

Kiss Institute for Practical Robotics will implement the Junior Botball Challenge program in 70 new elementary schools, empowering at least 140 educators and impacting 2,100 students in the first year (2019-2020).

Kodable will develop and release learning support tools for 300 million parents and families to guide children (K-5) through a custom computer science roadmap by spring 2020.

Kodable will provide free access to its K-5 curriculum and teacher education materials for all training programs that are educating teachers on computer science pedagogy beginning in 2019 and impacting 25,000 teachers.

Lawrence Technological University, through its Robofest competitions, will expand its computer science-focused robotics programs to reach at least 2,000 students from fourth through twelfth grades nationwide, during the 2019-2020 school year.

Learn2Code.Live will provide quality and affordable CS education to 10,000 students at K-12 schools during and after school hours via live online project-based coding classes by summer 2020.

Learning Blade will enhance awareness and building interest around careers in computer science by launching a new series of lessons entitled "Intro to Computer Science" in summer 2019 to expose 45,000 students to information about careers like information security analyst, database administrator, software developer, and interface designer over the 2019-2020 school year.

The Lemelson-MIT Program will develop approaches to teaching coding by 2020 that complement its existing curriculum, which helps students learn to work and think as inventor benefiting at least 75 different students across five different programs.

Major League Hacking will expand its Local Hack Day to include two new days of CS workshops and skills/project sharing with Local Hack Day: Learn and Local Hack Day: Share in October 2019 and April 2020 to benefit 5,000 students.

The **National Center for Computer Science Education**, **Elms College**, and the **University of Michigan** will investigate how to adapt the approaches to broadening participation in the AP Computer Science Principles course to the AP CSA Java course, including providing an online interactive textbook for students, lesson plans, and professional development to 36 high school teachers by spring 2021.

The **National Math and Science Initiative** will lead a coalition of 11 partners to help 23 local education agencies develop a coherent and sustainable K-12 computer science pathway that

supports all students and engages educators across the district, over a span of five years beginning in summer 2019.

NCWIT, in partnership with the **American Library Association**, will create two new resources — "Top 10 Ways School Counselors and Library Staff Can Partner to Promote Future-Ready Students" and "You Can Actively Recruit a Diverse Range of Girls Into Library Computing Programs" — to equip libraries and schools for CS gender diversity collaborations, including library specific content, examples and worksheets, impacting 500 students by summer 2020.

Popfizz CS will provide free online professional development programs for 300 CS teachers nationwide in AP Computer Science and Intro to CS topics between summer 2019 and summer 2020.

Project Lead The Way will expand access to computer science learning experiences to Spanish-speaking ELL learners at over 3,400 PLTW elementary schools and 4,500 PLTW middle schools nationally, beginning in 2019-2020, by making PLTW's preK-8 curriculum available in Spanish.

Project Lead The Way will provide policy and guidance to local sponsors in developing their own Standards for Apprenticeship for local approval and registration through the recently released PLTW National Guidelines for Apprenticeship Standards, a framework that schools and industry can customize to meet local apprenticeship needs and empower students to gain real-world industry experience in high school, impacting 6000 students by summer 2022.

Project Lead The Way will partner with 36 colleges and universities to prepare, earlier than ever before, more than 1,400 undergraduate elementary education students with the skills to facilitate STEM and CS learning through the PLTW Launch pre-service program by summer 2020.

Quorum will release and promote Quorum Studio, a fully accessible Integrated Development Environment that is accessible to 1000 students with disabilities by Summer 2020.

Robotics Education & Competition Foundation will expand the program to include new school teams in Texas, California, New York, and Utah as well as add middle school teams in the nine current schools, impacting 500 students by spring 2020.

Robots.Education will expand its free STEM professional development, helping more than 10,000 educators nationwide understand the impact that robotics and AI will have on the workforce and the steps they can take to significantly increase the number of students who are learning robotics and coding in 2019-2020.

RRobots.Education in partnership with **RoboGarden** and SMART Technologies, commits to offer a Coding Grant, whereby 4,000 schools from across the country will receive a school-wide license for RoboGarden's Coding Platform for 2019-2020, bringing free coding education to up to 4 million students.

Robots.Education will inspire 20,000 children to learn robotics and coding in 2019-2020 through its Free Interactive Robotics Presentations for Students, which takes place in schools.

Robots.Education will meet with more than 50 PTA groups nationwide in 2019-2020, helping them to understand the changes that robotics and AI will bring to the workforce and the steps they can take to better prepare their students.

Robots.Education will provide free training to more than 200 educators nationwide through 1-6 hour workshops on coding and robotics education (laptops, robots, and instructors included), helping educators to build confidence and understand best practices for teaching robotics and coding to students, in 2019-2020.

Robots.Education in partnership with **RoboGarden** and SMART Technologies, commits to offer a Coding Grant, whereby 4,000 schools from across the country will receive a school-wide license for RoboGarden's Coding Platform for 2019-2020, bringing free coding education to up to 4 million students.

Sphero, in partnership with **DonorsChoose.org**, will match a minimum of $100,000 in donations for any Sphero-related projects during fall 2019 to help provide greater access to quality CS hardware and curricular resources, reaching more than 55,000 students across the country.

Sphero, in partnership with **Facebook**, will expand the Code/FWD program into the 2019-2020 school year to offer free Sphero robots and computer science curriculum to 150 qualifying teachers to provide greater access to underserved communities.

Sphero, in partnership with **Verizon Innovative Learning**, will provide 13 innovative schools (over 100 classrooms) across the country with the all-new Sphero Mini Code kits during the 2019-2020 school year as a continuation of their efforts to provide greater access to CS resources.

STARS Computing Corps will ensure that all STARS informal learning opportunities are accessible to learners with disabilities by summer 2020, with materials and training for accessibility provided to over 100 STARS near peer mentors.

Techbridge Girls will introduce over 600 girls from low-income communities to computer science through its high-quality, equitable after-school programs in the greater Seattle, Washington D.C., and San Francisco Bay areas by summer 2020.

TechGirlz will provide free, hands-on tech workshops for 5,000 middle school girls across the country in the 2019-2020 school year, inspiring them to explore the possibilities of technology to empower their future careers.

The **Virtual High School** will pilot a new high school semester cybersecurity course and a revised AP Computer Science A course in at least 10 school districts and will offer AP Computer Science Principles to rural districts in at least two new states in 2019-2020.

UCLA CS Equity Project will ensure that its research challenges deficit views of the computing ability/interest of students of color, females, low-income students, and rural youth by fall 2020.

UCLA CS Equity Project will ensure that its research uses an intersectional understanding of what it takes to positively impact students' engagement, identity, and agency with CS by fall 2020.

UCLA CS Equity Project will disseminate its findings from this year's research from LA schools by fall 2020.

USA Bebras Challenge will have 20,000 students across the country of all backgrounds learn about computational thinking and informatics by participating in USA Bebras by spring 2020.

Vidcode will expand its coding environment's accessibility features by adding a narration tool that reads tutorial instructions and lines of code out loud in order to help those who are visually impaired, have not yet learned to read, have dyslexia, or are learning English, which will benefit 800,000 students by spring 2021.

Wonder Workshop will provide over 40,000 students and hundreds of educators from around the world ways to share their passion and knowledge in computer science through its free robotics competition and its new online ambassadorship community, and will provide authentic reporting to the work students accomplish using Dash, Dot, and Cue robots in the classroom by spring 2020.

PACIFIC NORTHWEST

ChickTech in partnership with **TechGirlz**, **Tigard Tualatin School District**, and the **Intel Foundation**, will engage 80 middle school girls through near-peer led middle school CS clubs during the 2019/2020 school year along with 16 youth leaders across Oregon and Washington.

ALABAMA

Talladega County School System will implement a district-created Computational Thinking Pathways program that integrates coding and computational thinking opportunities into grade-level content at all grade levels, which will benefit 7,200 students by spring 2020.

ARIZONA

Academies of Math and Science will support schools in implementing an Hour of Code during CS Education Week, followed by Family Coding Nights tailored to our local context, which will impact 700 students by summer 2020.

CSTA AZ will support 100 educators in Arizona by providing at least two in-person networking and professional development opportunities and monthly virtual community meetings during the 2019-2020 academic year.

CALIFORNIA

Code for Fun will provide professional development to 200 San Francisco Bay Area Educators by preparing them for California's new computer science content standards by fall 2020.

CSforCA, in partnership with **UCLA**, **LAUSD**, **SFUSD**, **Compton**, **Riverside**, and **Sacramento County Office of Education**, will build the capacity of school leaders, providing workshops for 100 new administrators in geographically and demographically diverse locations across the state of California, in order to scale sustainable and equity-minded computer science education in California by summer 2020.

EnCorps STEM Teachers will recruit, prepare, and support 40 STEM professionals in California as they transition to teaching CS in California's underserved schools over the next two years.

EnCorps will recruit, prepare, and support 50 STEM professionals as they transition to teaching computer science in secondary high-need public schools during the 2019-2021 school years, impacting 5,550 students.

Orange County Department of Education will partner with organizations that help increase access to high-quality CS instruction and activities through the Orange County Robotics Consortium, as well as provide professional learning to district stakeholders by summer 2020.

Program yoUr Future will double the number of educational STEM outreach programs it hosts to 20 this year, aiming to support and empower students both during the summer and the

school year by delivering 200 hours of hands-on lessons, including training, mentorship, and career development opportunities each to 1,000 students by fall 2020.

Riverside Unified School District, with partners **LaSierra University**, the **University of California Riverside**, **Bourns Inc.**, **STEP**, and the **City of Riverside**, will create and implement innovative computer science learning opportunities across the community for 1,800 students in 2019-2020.

The **Sacramento County Office of Education** will invite up to 300 middle school and high school students to participate in a free, week-long Computer Science and Cybersecurity Summer Camp hosted at 10 different community colleges in Northern California in summer 2020.

The **Sacramento County Office of Education** will support up to 20 districts in Northern California in developing a district-wide computer science implementation plan by summer 2020.

The **Sacramento County Office of Education** commits to facilitating a Summer of CS that will provide a K-12 CS pathway of professional learning workshops for 200 California teachers, counselors, and administrators in summer 2020.

San Mateo County Office of Education will convene a computer science steering committee that will write a strategic implementation plan, and will provide leadership in the equitable implementation of the California CS Standards across its 23 school districts by summer 2020.

STEM For All Foundation — in collaboration with **Redlands Unified School District**, **University of California, Riverside**, and **United Way of the Inland Valleys** — will engage and train at least 30 high school students to provide coding and robotics education to 3,000 K-8 students during the 2019-2020 school year.

The **30 for 30: High School CS Pathway Growth and Improvement Project** from Sacramento County Office of Education will support 30 high schools in the greater Sacramento region and Northern California in introducing a sequence of at least two CS or ICT courses through grant funding of up to $30,000 and technical assistance over 30 months beginning summer 2019.

COLORADO

Bootup PD, in partnership with **Weld RE-5J**, **Cheyenne Wells**, **Mapleton**, and **Colorado Springs**, will provide ongoing computer science professional development to teachers over the 2019-20 school year reaching 37 elementary schools.

Bootup PD, in partnership with four school districts — **Weld RE-5J**, **Cheyenne Wells**, **Mapleton**, and **Colorado Springs** — and with funding from the **Colorado DOE**, will bring computer science to 37 elementary schools, impacting 3,640 students by summer 2020.

DELAWARE

JP Morgan Chase, in collaboration with CSforALL, will engage youth in opportunities to learn about and pursue careers in computer science through SCRIPT Delaware, where it will invite all school districts in Delaware to participate and will engage the DE Department of Education, senior leadership of JP Morgan's Delaware location, and the University of Delaware, impacting 110,000 students by summer 2020.

FLORIDA

Miami EdTech will provide professional development to 100 teachers, which will support integration of computational thinking and computer science principles across subject areas during 2019-2020.

GEORGIA

The **Constellations Center for Equity in Computing** will provide comprehensive teacher professional development and support to benefit teachers who are new to computing across eight high schools in the Atlanta Public Schools, which will impact 200 students by winter 2021.

The **EarSketch project at Georgia Institute of Technology**, in partnership with **Amazon Future Engineer**, will offer an online music and coding competition for K-12 students in Georgia that will reach 2,000 students by spring 2020.

Georgia State University will include at least two hours of computational thinking instruction in all pre-service teacher preparation programs by spring 2020, which will benefit 300 teachers.

IDAHO

Idaho STEM Action Center will increase CS programs in classrooms and out-of-school programs by providing 10 different CS professional development programs for approximately 125 Idaho formal and informal educators, as well as seven student CS competition programs, with specific focus on broadening participation of traditionally underserved populations of K-12 students and CS educators by summer 2020.

ILLINOIS

CS4IL is launching a partnership with the **Illinois Digital Educators Alliance (IDEA)** to leverage their 21 regional chapters in order to seed regional CSforIL hubs and support expansion of CS education across Illinois with the goal of reaching statewide coverage by 2021.

Indian Prairie School District 204, in collaboration with **Digital Promise**, will design, investigate, and improve computing pathways focusing on coherent K-12 curricular progressions for CS and CT, with an intentional emphasis on access and equity, reaching 28,000 students by winter 2021.

INDIANA

The **Indiana Department of Education** will organize and promote a statewide computer science competition/challenge by June 2020, which will be available to all Indiana schools, serving 1.2 million students.

Indiana University School of Informatics, Computing, and Engineering will create and implement technology lesson plans for participants at Boys and Girls Clubs and other youth-based community organizations in southern Indiana by the end of the 2020-2021 academic year to benefit 150+ youth/students.

Nextech will provide, in collaboration with best-in-class partners, a professional development opportunity benefitting at least 300 teachers for all classes on the Indiana high school computer science pathway by summer 2021.

IOWA

Iowa City Community School District will implement a K-8 computational thinking pathway to ensure that all elementary and junior high students are provided instruction and curriculum that is aligned to the CSTA standards and explicitly addresses computational thinking competencies, impacting 14,300 students by spring 2021.

CSforGWAEA, a partnership between **Grant Wood Area Education Agency**, **NewBoCo**, **ICR Iowa**, **Southeast STEM Hub**, and the **Iowa DOE**, will facilitate the development of district CS leadership teams & systems change through a workshop series & coaching, including SCRIPT, by fall 2020 to benefit 11 regional school districts.

MAINE

Lewiston Public Schools is partnering with **CS4Maine**, **Educate Maine**, **Maine Math and Science Alliance**, local Carbonite offices, and local higher education to bring introductory computer science education to at least 4,000 of its 5,500 students through dedicated school courses,

after-school programming, Hour of Code events, and at least three Family Code Nights through spring 2020.

Project>Login, a program of Educate Maine, will plan and implement12 regional SCRIPT workshops in partnership with CSforLPS, which will serve a total of 12 districts in geographically and demographically diverse locations in Maine between winter 2019 and winter 2020.

MARYLAND

Maryland Codes will provide CSF, CSD, and CSP professional learning to at least 250 K-12 teachers, focusing on gaining engagement from all 24 Maryland districts during the 2019-2020 school year.

Code in the Schools, in partnership with the **Baltimore City Public School System**, will support the professional development of 30+ Baltimore computer science teachers through monthly convenings and quarterly professional development days over the next four years.

Code in the Schools, in partnership with the **Baltimore City Public School System**, will develop an industry advisory group that will (a) foster connections to local software development and computing companies to increase access for both teachers and students to real world, project-based computing and work-based learning experiences and (b) convene on a quarterly basis over the next four years.

MASSACHUSETTS

BATEC, UMass Boston will provide SCRIPT training for 30 school districts in Massachusetts to facilitate implementation of Digital Literacy and Computer Science-aligned programs serving at least 150,000 students by December 2020.

MICHIGAN

Accelerate4KIDS will provide JavaScript training for 14 schools in the Detroit Public School Community District, facilitating implementation of CS education programs serving 500 students by June 2020.

MCISSE will provide professional development in cybersecurity for all K-12 CS educators across Michigan aimed at increasing the number of CyberPatriot teams to include all 567 school districts in Michigan and expanding hands-on cybersecurity learning in the after-school competition season and in-school winter 2020.

MINNESOTA

The **National Center for Computer Science Education** will support Fond du Lac Ojibwe School and Hermatown Public Schools in developing sustainable computer science pathways for 2,250 K-12 students that provide early and frequent opportunities for students to engage with CS, supporting the needs of low-SES, special education, and American Indian students in particular over the course of three years.

SciGirls will provide gender equitable and culturally responsive STEM and computer science professional development for 500+ teachers by fall 2020.

MISSISSIPPI

UCLA CS Equity Project will begin collecting data with partners in **Mississippi's CS for All** effort by fall 2020.

Mississippi Coding Academies will create an online pathway within two years, which will provide computing education for 120 individuals in the Appalachian Region who cannot attend the in-person training by spring 2020.

MISSOURI

METC will provide teacher professional development workshops (one-day, two-day, and year-long academies) around integrating computer science within the curriculum by spring 2020, which will benefit 1,000 students.

METC will provide opportunities for students to demonstrate their coding skills to the public by sponsoring CS clubs like Girls Who Code within local districts, providing opportunities to present within the METC Student Showcase at the METC conference in 2020, and creating a statewide robotics competition in partnership with CRCC, culminating in a state competition held as a university by spring 2020 to benefit 1,000 students.

NEBRASKA

University of Nebraska-Lincoln will provide professional development for more than 50 teachers to teach K-8 computer science classes in Nebraska over the next four years.

NEW MEXICO

Computer Science Alliance will provide SCRIPT workshops to at least 10 New Mexico school districts over the 2019-2020 school year.

Computer Science Alliance will partner with at least 10 New Mexico school districts to bring quality CS professional development to all teachers in the district over the 2019-2020 school year.

Computer Science Alliance will partner with CSTA-NM to support and prepare 200 teachers through the CSTA programs during the 2019-2020 school year.

Computer Science Alliance will offer high-quality CS professional development for 300 New Mexico K-12 educators starting in fall 2019.

Computer Science Alliance will host its third annual CS PD week in June 2020 to provide customized support to meet the needs of the 300 teachers as well as the districts where they work with special focus on our rural areas as well as the teachers that serve Native American communities.

Las Cruces Public Schools will provide each K-5 student with nine weeks of computer science instruction in the 2019-2020 academic year.

Las Cruces Public Schools will offer a semester-long CS elective to each middle school student in the 2019-2020 academic year.

Las Cruces Public Schools will work with **NMSU** and **NM CSTA** to provide training for 30+ K-12 teachers in the 2019-2020 academic year.

Las Cruces Public School, through a partnership with **Girls Who Code**, will help establish and support CS clubs at all schools in the district in the 2019-2020 academic year.

NEW YORK

Cornell Tech will develop curricular resources to support joyful, rigorous computing education and peer coaching in NYC public schools by investing in the development of middle school curriculum for the Raspberry Pi, integrating them into core subject areas, and developing a year-long set of resources to teach computational thinking concepts in math and English language arts through cooperative problem solving, impacting 1,700 students by summer 2020.

Cornell Tech will provide a CS content coach to at least six NYC public schools who will come one to three days a week to offer professional development, help create curriculum and plan lessons; observe teachers; and provide feedback on content and pedagogy by fall 2021, impacting 3,650 students.

Cornell Tech will sponsor two Girl Scout FIRST Lego League Teams of 22 students, underwriting the cost of equipment and providing Cornell Tech mentors for both teams for the 2019-2020 year.

ExpandED Schools will provide computer science education to CUNY students and will provide organizational support to community-based organizations by winter 2020 to benefit at least 250 NYC students.

Ithaca City School District will develop new higher ed and community partners to mentor underrepresented students to support exploration of CS pathways to increase enrollment in secondary CS courses, ensure all middle school students engage in a CS focused digital literacy/citizenship course, and develop & implement a blueprint to support a diverse, inclusive, and collaborative K-12 computing culture, impacting 6,000 students by summer 2020.

New York On Tech will engage 500 high school and college students in high-quality technology education, training, and professional development opportunities throughout the 2019-2020 school year.

North Salem Central School District will continue to partner with **Digital Promise** to provide its first cohort of 15 teachers with advanced workshops to integrate computational thinking into their instruction, and it will begin training a second cohort of 15 teachers on the fundamentals of computational thinking by spring 2020.

Robin Hood Learning + Technology Fund will partner with pre-service and in-service teacher training programs to integrate computational thinking across the elementary curriculum to develop CT skills and improve academic proficiency among all students, and particularly those student groups that have been underRepresented, accounting for race and gender, in New York City by summer 2022.

Tech Kids Unlimited will host ongoing workshops to benefit approximately 50 students ages 14 to 21 who learn differently, by collaborating with tech projects for real clients while practicing workplace skills for the duration of the 2019-2020 school year.

NORTH CAROLINA

CS4NC will showcase CS education opportunities to school boards and districts by winter 2019, to benefit 240 people, including the North Carolina School Board Association and statewide district representatives.

Digi-Bridge, with multi-year support from **Burroughs Wellcome Fund**, will launch five school-based programming and robotics competition teams, which will serve 60 students during the 2019-2020 academic year.

Emerging Entrepreneurs, Inc. will launch North Carolina's first STEM and Startup concept in the city of Durham by winter 2020, which will impact 400 youth.

FamilyCodeNight.org will scale Family Code Nights in North Carolina from its 150-school pilot program last spring to 500 schools statewide, building attendance via family awareness and marketing to an average of 100 participating children and parents per school event by spring 2020.

Family Code Night, with support from **Infosys Foundation USA**, will scale its state family engagement program for K-5 CS education in North Carolina, from its 150-school pilot program last spring to 500 schools, building attendance via family awareness marketing, in a replicable state model and platform.

North Carolina School of Science and Mathematics will provide broad access to K-12 educational materials, training, and teaching in artificial intelligence to increase access for 1,000 students regardless of their personal resources or the resources of their community, making content relevant through open-source sharing and an interdisciplinary approach that includes ethical considerations and the implications of AI on society by summer 2021.

North Carolina State University will provide professional development for 200 teachers to learn how to integrate CS/CT into their classrooms by summer 2020.

OHIO

Cleveland State University and **CSforCLE** will increase CS access for the 25 students identified as having mild/moderate learning disabilities to 50% by assigning two educators specifically to teach them CS by summer 2020.

CSforCLE, in partnership with **TechCorps** and **Cuyahoga Community College**, will introduce computer science to parents and caregivers in an effort to increase student support and positive outcomes for 200 students by implementing quarterly family engagement nights during the 2019-2020 school year.

CSforCLE will increase the number of teachers that receive training and support by 100, by offering training and support in AP CSP, AP CSA, Bootstrap:Algebra and Bootstrap:Data Science including school-year support, meet-ups, and program support during the 2019-2020 school year.

CSforCLE, in partnership with the **Microsoft TEALS program**, will expand opportunities for its Professional Learning Community — which is open to teachers, organizations, IT specialists, and anyone interested in advancing CS — by adding workshops in AP CSP, AP CSA, and expanding student opportunities in CS by summer 2020.

Hocking College will provide lessons on cloud computing technology by winter 2020 to benefit 100 out-of-school-time/informal education organizations.

PENNSYLVANIA

The **Allegheny Intermediate Unit** will distribute $100,000 in catalytic grant funding to public school districts in Western Pennsylvania to support the creation and scaling of initiatives focused on increasing equity in computer science and STEAM between winter 2019 and fall 2020.

The **Allegheny Intermediate Unit** will partner with **Carnegie Mellon's School of Computer Science** through a PA Smart Advancing Grant to create a series of open-sourced resources focused on Universal Design for Learning and culturally responsive teaching in computer science classrooms to impact 3,000 students by January 2020.

The **Allegheny Intermediate Unit** will, through the transformED initiative, will run 80 free STEAM and CS professional development workshops, emphasizing access and equity in classroom integration between winter 2019 and fall 2020.

The **Allegheny Intermediate Unit**, in collaboration with Carnegie Mellon's School of Computer Science, will, through a PA Smart Advancing Grant, train over 250 high school teachers across Pennsylvania in CMU's CS Academy curriculum and provide implementation support between winter 2019 and summer 2020.

The **Allegheny Intermediate Unit,** through a regional partnership with **Code.org**, will train 90 secondary teachers throughout Western Pennsylvania in Code.org's CS Discoveries and CS Principles during summer 2019.

The **Allegheny Intermediate Unit**, through its partnership with **Carnegie Mellon University CS Academy**, will expand its course offerings to reach 25,000 new teachers and students with access to its free, world-class, online, teacher-led computer science curriculum by spring 2020.

CS4Philly will host the 2nd Annual CS4Philly Student CS Experience that convenes 100 students with teachers and tech professionals for a day of activities designed around core CS principles.

CS4Philly will organize K-12, academia, industry, government, and community partners to achieve the shared mission of ensuring access to high-quality CS education in 2019-2020 by working with K-12 partners to increase the number of CS courses available to 1,250 students.

CS4Philly is partnering with higher education organizations to incorporate CS principles into extracurricular programs — e.g. robotics — and offer opportunities for students to earn college credit for a minimum score of 4 on the AP CS Principles exam impacting 1,250 students.

CS4Philly will organize K-12, academia, industry, government, and community partners to support pre-service and in-service pathways to CS teacher certification, impacting 1,250 students.

CS4Philly will organize forums for parents about the importance of CS education for all students to gain access to opportunities in the tech economy, impacting 1,250 students.

CS4Philly will create a cross-institutional CS education research consortium to set forth the priorities for a research agenda, impacting 1,250 students.

CSforPGH will plan a computer science marquee event for 2020 that will involve 150 regional stakeholders.

CSforPGH will work closely with six to ten out-of-school-time organizations to level up their expertise in computer science over the course of one year.

CSforPGH will distribute $50,000 in grant funding to CSforPgh members to jumpstart computer science learning in their workspaces over a course of six months beginning spring 2020.

CSforPGH will host a series of 10 information sessions in the form of local events, webinars, or tweetchats to expand the #CSforIncusion series and increase the knowledge of inclusionary practices in CS in the Pittsburgh region over the course of one year, beginning winter 2019.

CSforPGH will offer early learning and coding opportunities for 3,000 students through its Little Learners: Coding Concepts program by winter 2020, which all libraries will host at least quarterly.

CSforPGH will prepare 100 young adults for entry-level careers in information technology by winter 2019.

CSforPGH will provide coding opportunities to 200 community members at its local recreation centers by spring 2020.

CSforPGH will provide summer camp for 80 middle school and high school students to learn about computer science and coding by fall 2020.

CSforPGH will serve 250 students with severe cognitive and emotional disabilities who cannot be serviced in their home districts by providing training to coworkers and being present at events across PA to encourage and support all schools as they strive to make computer science accessible to ALL students, including those with disabilities, by fall 2020.

CSforPGH, in partnership with **Canon-McMillan High School**, will broaden computer science and STEM education access to all students in grades 9-12, without regard to previous computer science experience, through an accompanying Computer Science Club that focuses on both after- and in-school learning activities, where students can explore with physical computing devices, coding, and projects with programming languages not in the current program of studies, and can have the opportunity to learn from industry professionals who will come into the school through partnerships such as **Microsoft TEALS Philanthropies** by summer 2020.

CSforPGH, through its local chapter CSTA Pittsburgh, will provide 150 teachers with a space to connect and collaborate with other CS educators and provide opportunities to discover new tools and resources for their classrooms over the course of one year.

Intermediate Unit 1 will support 30 teachers at its three special education and alternative education schools through Code.org CS Fundamentals and CMU CS Academy workshops by spring 2020.

Intermediate Unit 1 will expand its lending library of digital and technical tools and professional development opportunities for the educators of Washington, Fayette, and Greene Counties with the goal of reaching over 50 teachers and impacting over 3,000 students between winter 2019 and summer 2020.

Intermediate Unit 1 will support the efforts to expand Code.org CS Fundamentals professional learning opportunities throughout the Pittsburgh region, which will impact 100 teachers through the support of its regional partner, Allegheny Intermediate Unit, between winter 2019 and summer 2020.

Intermediate Unit 1 will support the expansion of CMU's CS Academy course across school districts in Fayette, Greene, and Washington Counties through various professional learning opportunities impacting 100 learners in the 2019-2020 school year.

The **Pennsylvania Department for Education** will host the third annual free Pennsylvania CSforAll Summit in June 2020 to provide professional learning for 500 educators and 50 counselors.

The **Pennsylvania Department of Education** will invest $20 million into STEM/computer science, where $9 million will go toward targeted grants of $35,000 for up to 251 LEAs across the commonwealth, impacting over 2,000 preK-12 educators, and an additional $9 million will be awarded as advancing grants to communities that identify a barrier and generate a solution to that barrier for historically underserved communities preK-20 that currently do not have access, opportunity, or aren't included in CS pathways, serving 50,000 students by summer 2020.

The **Pennsylvania Department of Education** will launch the Computer Science Administrators Toolkit with live website by November 2019 and release a continuing education credit course (Act 45) for Pennsylvania school leaders by March 2020 with the goal of engaging at least 50 administrators by 2021.

The **Pennsylvania Department of Education** will provide at least 81 school districts the opportunity to go through the SCRIPT comprehensive planning process at no cost to the districts by May 2020.

The **Pennsylvania Department of Education** will release the universally designed K-12 Computer Science Curricular Framework to all 500 school districts in November 2019.

Pittsburgh Brashear High School makes a commitment that, beginning this year, every freshman at Brashear H.S. will take one semester of Scratch programming, which will then enable them to, in subsequent years, take a yearlong Python course and then follow a pathway that leads to either AP CS A or AP CS Principles as a senior, impacting 600 students over the next six years.

Pittsburgh Public Schools will pilot new computer science classes in high school, develop a K-8 computer science implementation plan, design curricular pathways for CS integration and elective classes, and form relationships with local CS professionals to engage with schools as visiting instructors and collaborators by summer 2020 to benefit 30,000 people in the district.

Upper Adams School District will provide 1,800 students in the fourth through sixth grades with additional resources, content, and curriculum to enhance and explore computer science concepts and experiences during the 2019-2021 school years.

Upper Adams School District will empower the district's fourth-grade teachers to serve as mentors to their colleagues and provide professional development to staff members based on the training they received through the Pennsylvania Smart Grant project during the 2019-2021 school years.

TEXAS

Changing Expectations will provide computer science projects during out-of-school time for 100 students as well as professional development for 200 teachers, prioritizing efforts to broaden participation of those who have been historically under-represented in computer science, including African American and Hispanic students with disabilities, during 2019-2020.

Code Park Houston will increase access to out-of-school-time coding programs, outreach, and mentorship to 1,000 K-12 students by summer 2020 by growing its base of active teaching volunteers.

CodeMonkey will provide a series of onsite visits, including teacher training, to schools in Texas to prepare and equip 50 elementary and primary school teachers to teach computer science to students by summer 2020.

Dallas Independent School District will ensure all 100,000 elementary students in the district receive computer science instruction for at least an hour per week through the **CS4Dallas** program by spring 2020.

UTeach Computer Science will create new pathways for secondary certification in computer science for UTeach 15 pre-service teachers, with the goal of certifying five pre-service teachers in the 2019-2020 academic year and 10 pre-service teachers in 2020-2021.

Youth Code Jam will align its coding activities and curriculum to K-12 standards, ensuring the highest-quality experiences, to help guide 100 teachers and librarians in building future-ready students by summer 2020.

Youth Code Jam, in collaboration with the **Society for Science and the Public**, will translate its family coding activities into Spanish and provide access to schools hosting Community Code Jams, which will impact over 1,000 families by summer 2020.

UTAH

Alpine School District will provide professional development for 80 educators over the next year to ensure there is one qualified educator in each school to facilitate the growth and implementation of computer science education standards across all grade levels by spring 2020.

BootUp PD will continue its partnerships with five Utah school districts — **Ogden School District**, **Juab School District**, **Alpine School District**, **Cache County School District**, and **Davis School District** — to implement Computer Science for All initiatives, impacting over 100,000 elementary students by summer 2020.

The **BYU McKay School of Education** will create a course, Instructional Psychology & Technology, which will be available every fall and winter semester for 150 elementary educators to learn the fundamentals of elementary coding.

CSTA Utah will support 150 CS teachers who are part of the CSTA Utah community by providing a CS community for Utah teachers through webinars, meetups, and conferences by fall 2020.

Davis School District will create and implement an innovative K-12 computer science curriculum by grade level by 2021 to benefit 70,000+ students.

Garfield County Extension will provide one new CS-based after-school club at each of its three new afterschool sites: Panguitch, Bryce Valley, and Escalante, for 90 students by summer 2020.

Garfield School District will provide professional development on integrating computer science education into the curriculum to nine multi-grade teachers from three elementary schools and offer other activities for families in these three rural communities by spring 2020 to benefit 95 elementary students.

Garfield School District will offer community engagement activities for families in three rural communities in spring 2020 that will impact 95 elementary students.

Girl Scouts of Utah makes a commitment to provide STEM programming to girls and information education to parents by fall 2020 to benefit 600 girls and 200 adults in the state of Utah.

Goldman Sachs Engineering in Salt Lake City will introduce 250 underserved students to coding through Hour of Code and Code Your Escape programs in schools, Boys and Girls Clubs, and refugee centers by fall 2020.

Goldman Sachs Engineering in Salt Lake City commits to support Girls Who Code Club at Clayton Middle School for the 2019 - 2020 school year and into the future, by partnering with the club's faculty advisor to support instruction for 35 students and increase her capacity to lead the club on an ongoing basis, beginning Winter 2019.

Hill Air Force Base WiSE will provide continuous support for four after-school SheTech Clubs for high school girls including providing tours, speakers, projects, and one-on-one mentoring beginning winter 2019.

Iron County School District, with its partners **CodeChangers**, **SUU**, and **First Robotics**, will provide after-school programs and camps for teacher training and in-school CS offerings at elementary, middle, and high schools, impacting 5,000 students by fall 2021.

Ivanti will provide 10 full-ride tuition reimbursements for teachers in Utah to garner their Utah State Board of Education Computer Science Level 2 endorsement during 2020-2021.

Juab School District will open an innovation center in fall 2019, where more than 2,500 students can demonstrate and experience design thinking, creation, collaboration, and computational thinking by winter 2021.

Mountainland Technical College will host a series of code camps and related web development events for 1,100 students and their parents in the K-12 public schools in partnership with **Xactware**, **CodeChangers**, seven local school districts, and **Utah Valley University** by summer 2021.

Nebo School District will provide after-school enrichment activities in coding and robotics to benefit 260 students in fifth and sixth grades by spring 2020.

Ogden School District, in partnership with the nonprofit **BootUp PD**, will introduce computer science into at least 10 of its 14 elementary schools in the next two years, teaching 4,746 K-6 grade students once a week for 30-45 minutes.

Park City School District commits to developing a website to house curriculum resources for other districts to access, impacting 150 teachers as they begin implementing the Utah K-5 CS standards over the course of one year.

Providence Hall High School will increase the female participation in elective CS classes by 20% by spring 2021.

Provo High School will develop a comprehensive computer science pathway and expand recruitment efforts to engage more students from underrepresented populations by spring 2021 to benefit 220 students.

Rowland Hall School will increase its enrollment in sixth through twelfth grade computer science classes to reflect gender percentages in their larger student population (56% female) during the 2019-2021 school years.

Salt Lake County 4-H New American Program, through its New American (refugee) high school club, will teach coding skills through maker activities to 30 younger students at Entheos Academy and Pacific Heritage Academy by summer 2021.

San Juan SD will provide introductory CS training to 100 district teachers and administrators with create elementary- and secondary-level CS-based curriculum activities.

San Juan SD will launch the CS lending library of curriculum, tools, and robots, and meet with school community councils to build community understanding of CS in schools and host an annual district/college CS event starting in the 2019-2020 school year and impacting 1,000 students.

Skill Struck will offer coding learning experiences to 1,000 students located in rural Utah school districts by incorporating its curriculum into the standard curriculum of these districts to provide all of their students with new opportunities to learn computer programming by summer 2020.

Spectrum Academy will make computer classes equitable using its equitable classroom checklist by spring 2021, which will benefit 400 students.

Thanksgiving Point Institute will provide four outreach activities focused on introducing CS literacy to girls and underserved populations, impacting 100 students, and will continue to provide these activities throughout the state through the Kits for Checkout system by winter 2020.

The **Utah Coalition for Educational Technology** will provide space for CS4Utah to host sessions at the UCET conference in March 2020 as a follow-up to the national CSforALL Summit, which will benefit up to 1,500 teachers.

The **Utah STEM Action Center** will support the planning and implementation of SCRIPT workshops for district strategic planning for 30% of Utah Local Education Agencies over the course of one year beginning summer 2019.

USU 4-H Agriculture and Animal Science will integrate computational thinking activities into the Pet Advocate Program to provide opportunities for 150+ rural youth to be introduced to CS concepts by winter 2020.

USU Extension Washington County will reach 2,000 youth with CS education through 4-H CS clubs, after-school programs, and Southern Utah Code Camp events for youth K-8 by summer 2020.

Utah 4-H - USU Extension, in partnership with **Entheos Academy Afterschool**, will implement eight new out-of-school coding clubs on campuses in Kearns and Magna, impacting 400 students by summer 2020.

Utah 4-H STEM Education — in partnership with **USU County Extension** offices, after-school programs, and local 4-H clubs — will provide National 4-H Youth Science Day "Game Changer" activities in 10 counties, serving 800 students by summer 2020.

Utah 4-H will partner with **UAN** to host Family Code Night activities in 10 or more Utah counties through after-school activities and 4-H club activities where training will be provided to teachers and club leaders through UAN JumpStart and ReCharge Conferences by summer 2020.

Utah Afterschool Network will provide professional development at its annual conferences for 1,300 out-of-school-time professionals, educators, and school administrators over the next year.

Utah State University's LED (Learn Explore Design) Lab, in collaboration with the **Northwestern Band of the Shoshone Nation** and **USU's Edith Bowen Laboratory School**, will start a four-year research project to teach and engage 400+ youth with indigenous science and cultural knowledge, building young learners' identities as designers of technology and knowers of science across Utah, beginning in summer 2019.

Utah Valley University School of Education will provide clinical pre-service education for 250 K-6 students, including coding lessons, based on the new Utah Computer Science Standards at Suncrest Elementary by spring 2020.

UVU Creative Learning Studio will provide 15+ hours of professional development for CS and STEM integration teacher-leaders from 12 partner school districts (including six rural districts) to benefit 50 teachers by summer 2020.

UVU Creative Learning Studio will publish at least 30 free lesson plans to an online hub with the aim of supporting CS and STEM integration by winter 2020.

UVU Creative Learning Studio will promote an online hub with free lesson plans via conference presentations, social media, and teacher preparation programs, with the aim of supporting CS and STEM integration and reaching 300 teachers by the end of summer 2020.

UVU Creative Learning Studio will stretch its reach into the community and engage families by providing two family coding events by spring 2020 to benefit 60 families.

Vanguard Academy will continue expanding computer science offerings, which includes additional courses within the direct and related scopes of the CS world; it will create rigorous, inviting, and inclusive classrooms and will make computer science accessible to all of its 500 students across all demographics by winter 2021.

Washington County Extension 4-H will plan and implement a two-day training opportunity to regionally based K-12 teachers, out-of-school-time educators, and volunteers, providing them with resources to teach CS concepts in fall 2019.

Washington County Extension 4-H staff will provide ongoing support and resources for CS education implementation to K-12 teachers, out-of-school-time educators, and volunteers between fall 2019 (post-training) and summer 2020.

Weber School District will start seventh grade PLTW App Creators classes in four junior high schools by spring 2020 to benefit over 360 students.

Westminster College makes the commitment that its computer science students will be serving as teaching assistants in eighth grade CS classes at three different junior high schools where 50% of students qualify for free/reduced lunch by spring 2020 to have an impact on new-to-CS teachers' confidence in teaching CS.

VIRGINIA

Lord Fairfax Community College Computer Science Program will hold technical talks every month that are open to the community and college students to increase awareness and provide networking opportunities for 500 students by winter 2021.

Lord Fairfax Community College Computer Science Program will provide a lending library of robotic equipment to schools within its service region, along with computational bins that have activities and lesson plans already prepared for K-12 schools at the middle and elementary age groups by winter 2021.

Lord Fairfax Community College Computer Science Program will create a strategic CS program plan, initially funded through an NCWIT Seed Fund Grant, to increase the enrollment of females and other underrepresented groups serviced by LFCC to reduce the fear of math in computer science by winter 2021.

Lord Fairfax Community College Computer Science Program will create new courses for applied CS that will allow 500 K-12 students to obtain college credentials to enter the workforce at an entry level, and build foundational skills once they graduate and enter a CS program by winter 2021.

CodeVA, in partnership with the Virginia Department of Education, will train more than 1,000 teachers during 2019-2020, as Virginia's new K-12 standards for computer science go into full effect.

Loudoun County Public Schools will implement 24 computer science quarterly integrated experiences at all elementary schools, impacting 36,000 students by summer 2021.

Loudoun County Public Schools will hire three computer science facilitators to support teachers at select elementary and middle schools, impacting 36,000 students by summer 2021.

WASHINGTON

Bellevue School District will launch a district-wide preK-5 CS initiative, starting in its four Title 1 schools with an investment in CS specialists, development of a curriculum pathway, and professional learning in CS and computational thinking for its teachers, impacting 2,500 students by summer 2020.

Hackidemia, in collaboration with libraries and schools in the Seattle area and the **University of Washington KidsTeam**, will educate 1,000 families with its AI literacy curriculum by summer 2020.

West Sound Technology Association, via the West Sound CoderDojo program and in partnership with **Western Washington University**, will prepare learners K-99 for the technology and innovation economy by holding 20 free events to teach coding, computational thinking, and collaboration skills during the 2019-2020 school year.