CSforALL

The National Computer Science for All Movement Continues to Expand in a Difficult Year, CSforALL Community Announces 165 New Education Efforts

CSforALL Announces New Commitments from Schools, Cities, Nonprofits, and Companies to Advance Computer Science Education Across the U.S. and Beyond

NEW YORK CITY, NY, NOVEMBER, 17, 2020 — Today, at our virtual CSforALL Commitments Showcase, we announced the 2020 CSforALL Commitments made by our member community, highlighting promising new work in response to the impacts of the dual pandemics of COVID-19 and racial injustice on the computer science (CS) education movement. The event features notable keynote speaker Mitchel Resnick, Professor of Learning Research at MIT Media Lab, computer science education influencers, and celebrities, all celebrating and elevating the incredible work being done in this unprecedented year.

As the U.S. continues to grapple with the dual pandemics of COVID-19 and racial injustice in a year full of obstacles and surprises, the need to bring rigorous and equitable CS education to prepare ALL students for a successful future is more urgent than ever. Fortunately, the systems in place to expand that critical access are getting a significant boost today through 165 new commitments from 127 organizations to advance computer science education access and opportunity for youth across the United States and beyond.

#CSforALL commitments are new, specific, and measurable actions aimed at advancing the goal of rigorous and inclusive computer science education for all U.S. youth, and are designed to grow support and momentum for a sustainable K-12 computer science education system in and out of school. Notably 29 organizations listed below have made a #CSforALL commitment annually since 2017. To continue the trend, in 2020, 78 organizations have returned to make a commitment at least twice. The commitments detailed below include investments in 34 individual states, 43

commitments with a nationwide focus, and 5 commitments with an international focus.

Highlights of today's major announcements include:

- **17 organizations,** including CodeCrew, Games for Change, Girl Scouts of the USA, KISS Institute for Practical Robotics, and UC Davis C-STEM Center, announced efforts to expand virtual CS, robotics, and STEAM/STEM education offerings for students and educators in **response to the COVID-19 Pandemic**, serving more than 1M students and 2,000 educators through 2022.

- **64 new commitments** focus on **increasing equity and racial justice in CS** education, training, and career development for students and educators, including Chicago Public Schools, Code Nation, Girls Who Code and and Constellations Center for Equity in Computing to name a few.

- **26 new commitments** will **increase girls' interest in and access to CS education and opportunities**, including Techbridge Girls, Vijay Computer Academy, ChickTech and Girls Computer League among many others.

- **Industry partners** including Amazon, Microsoft, Dell, NASA and Qualcomm among others are working with organizations and school districts to expand **sustainable, diverse,** and **equitable CS programs**, serving more than 1.5M students, 2,700 schools, and 1,300 educators across the U.S. through 2024.

- **33 new commitments** will work to **ensure greater** and **more equitable access to CS education in rural communities**, including Alabama Math, Science and Technology Initiative (AMSTI), Maryland Codes and Nuevo Foundation.

- **15 new commitments** will **provide greater** and **more equitable access to CS education programs for students with disabilities**, including AIU 3 Mon Valley School, The Quorum programming language group, and Young Inquisitive Minds.

- **11 school districts** across the U.S. are making big moves to **ensure greater access to CS education while building critical life skills**, including Ithaca City School District, Dallas Independent School District, Harris County Schools and Metro Nashville Public Schools.
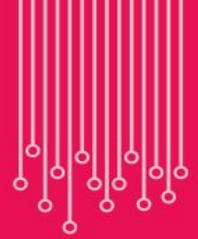
- **5 organizations**, including the CTA, Girls Who Code, IPC Systems, Kids Coding, and Veracity House ICT Solutions, are going above and beyond the national stage to **empower communities around the globe** through CS education.

A full list of the new announcements is detailed below and is available by regional impact including state, nationwide, and international:

- [Pandemic response](#)
- [Racial Equity](#)
- 2030 CSforALL goals - [Close the Gaps,](#) [Design for Diversity](#) and [Prepare the Solvers](#)
- Commitments by region - [State,](#) [Nationwide](#) and [International](#)
- [Women/girls](#)
- [Underrepresented minority groups](#)
- [Rural communities](#)
- [Underrepresented men/boys](#)
- [Family engagement](#)
- [Accessibility for students with disabilities](#)
- [Pre-service teacher preparation](#)

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 2020 CSforALL Commitments Showcase will be live streamed Tuesday, November 17th at 7:00 PM EST on Facebook, Twitter, Youtube, and
https://www.summit.csforall.org/
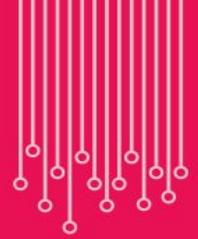
2020 CSforALL Commitments

PANDEMIC RESPONSE

AWS Education, in partnership with LAUSD, will provide support for 700,000 students in their district, including IT helpdesk support and a mental health hotline, by establishing five cloud-based contact centers using Amazon Connect by Summer 2021.

CodeCrew, in collaboration with Shelby County Government, will teach computational thinking in fun and engaging ways to 35 K-5 students of county government employees by leading virtual academy coding workshops in two locations in Memphis, TN by May 2021.

CoderZ, in partnership with Amazon Future Engineer, will provide coding and robotics instruction to 150,000 students over the next 12 months by offering free access to its virtual robotics platform for up to 1,000 teachers working in Title I schools across the U.S. by Summer 2021.

Create & Learn will teach live coding classes online in the United States by offering the broadest selection of data and computer science curriculum for K-12 students, and bringing in expertise and best practices for teacher onboarding and professional development, serving 1,000 students by Fall 2021.

CREATE at UC San Diego, in partnership with Computer Science Teachers Association San Diego Chapter, will maintain and increase participation of chapter members across San Diego county by focusing on elementary school and community college educators, and hosting virtual events to learn about utilizing AI in classrooms outside of computer science, serving 300 teachers by Winter 2022.

Dallas ISD, in collaboration with Amazon Future Engineer and BootUp PD, will provide professional development workshops for 75,000 elementary students in Texas by Spring 2022.

Games for Change will build 21st-century skills by inviting students to make social impact games through the expansion of the G4C Student Challenge, a national game design program that has been adapted to virtual and hybrid learning models, serving 8,000 students by Summer 2021.

Girl Scouts of the USA will create STEM content for the Girl Scouts at Home microsite and conduct several live events in order to reach 100,000 girls by Summer 2021.

Girls Who Code will bring the tech industry one step closer to gender parity by bringing 6,000 high-school aged girls—half being Black, Latinx, or low-income—into their signature virtual computer science program in Summer 2021.

Intermediate Unit 1 will continue to host STEM/STEAM student competitions in a virtual format, allowing for more students and teams to participate in competitions like STEM Design Challenge featuring K'Nex (grades 4-8), Powering PGH (grades 5-12), Governor's STEM Competition (grades 9-12), and Media and Design Competition (grades 5-12), serving 500 students by Summer 2021.

Intermediate Unit 1 will engage students in STEM/STEAM opportunities by conducting Camp Tech for 200 students entering grades 3-8 in the Fall, at three to four locations (local colleges and universities) by Summer 2021.

Kids Coding will partner with an organization that is interested in collaborating on a research opportunity in low-and-middle-income-countries (LMIC), to strengthen mentoring and develop best practices, as well as learn; motivate; train; and teach children between the ages of 6 and 17 to understand the concept of computer coding, serving 1,000 students by Winter 2022.

KISS Institute for Practical Robotics, in collaboration with NASA, DELL, and Infosys Foundation, will develop virtual tools for program participants in the United States, serving 40,000 students by Fall 2020.

Riverside Unified School District, in collaboration with University of California Riverside, and in response to COVID-19, will launch a virtual computer science opportunity called "Data Science Academy for Social Good" for 300 students by Spring 2021 to help solve homelessness in its community.

Tennessee Tech University will provide live-streamed computational-thinking, and block-based programming instruction and resources to students and teachers in rural Tennessee school districts, serving 5,000 schools by Summer 2021.

The Allegheny Intermediate Unit will host two virtual cohorts of Code.org's Professional Learning Program during the 2020-2021, mitigating geographic barriers for teachers,

and supporting them in implementing computer science at the secondary level in a remote setting, serving 50 educators by Summer 2021.

The Allegheny Intermediate Unit, in collaboration with CMU's CS Academy, will create and publish a series of resources aimed at supporting computer science instruction in remote and virtual settings, serving 400 educators by Summer 2021.

The Beauty and Joy of Computing project will provide online professional development and small group support for over 100 teachers in the 2020-2021 school year.

UC Davis C-STEM Center will conduct remote professional development in STEAM subjects and computational thinking for 360 plus teachers and pre-service teachers, helping them to learn how to use coding through virtual and hardware robots during the COVID-19 Pandemic, by Spring 2021.

RACIAL EQUITY

Black Data Processing Associates will provide coding competitions for 200 high schoolers in the Mid-South by Summer 2021.

Blackbird Code will support five Title 1 middle schools that serve mostly students of color, to establish a computer programming elective course by offering professional development to teachers and free access to its online learning platform for as long as the elective courses are offered, serving at least 100 students by Fall 2021.

BootUp PD, in partnership with Amazon, will bring computer science education to more than 1,000 schools in underserved and underrepresented communities across the United States through Amazon's "Amazon Future Engineer" program, by providing three years of ongoing professional development, coaching, and curriculum at no cost by Summer 2022.

BootUp, in collaboration with the Wyoming Department of Education and American Institutes for Research, will develop free, interest-driven coding projects and lesson plans for three Wyoming school districts on the Wind River Reservation, preserving their traditions and designing lessons in a culturally relevant way, impacting 28 educators by Summer 2022.

Chicago Public Schools will create and implement frameworks for quality in-school and out-of-school computer science programs with the intent of improving equitable access to quality computer science education for underrepresented student populations beginning with 11 schools and roughly 5,500 students, by Summer 2021.

ChickTech will provide virtual, hands-on STEM and technical focused programming for 2,000 young womxn (college and high school age) nationally by Summer 2021, fostering supportive community and STEM career development opportunities, and broadening the pipeline of underrepresented youth into these career pathways.

Code Nation will provide coding courses, workplace experiences, and industry mentorship with a focus on equity and representation for 1,200 students across New York City, Chicago, and the Bay Area by Summer 2021.

Code.org will expand access to computer science education through free K-12 curriculum and tools to reach an additional 10 million students worldwide, creating accounts on the Code.org platform, by Winter 2021.

CodeCrew, in collaboration with funding partners, the State of Tennessee, the City of Memphis, AutoZone, and Best Buy, will implement CodeZone, a series of year-long Unreal Engine workshops, in Memphis, TN, serving 60 high school students from underrepresented groups by Winter 2022.

CodeCrew, in collaboration with Shelby County Government, will teach computational thinking in fun and engaging ways to 35 K-5 students of county government employees by leading virtual academy coding workshops in two locations in Memphis, TN by May 2021.

CodeCrew, in collaboration with WorldQuant Predictive, will implement Python and Data Science training workshops and internships in Memphis, TN, serving up to 20 Black and Latinx high school students by Summer 2021.

CodeHS will launch a new fellowship program focused on supporting Black computer science teachers and students in the United States through virtual events and discussions, free professional development courses and workshops, CodeHS Pro sponsorships, classroom resources, and networking opportunities, impacting 100 educators by Fall 2021.

CODEMOJI will provide coding classes and online curriculum in the Northeast, serving 250,000 students by Fall 2021.

CoderZ, in partnership with the Intelitek STEM and CTE Education Foundation, will empower traditionally underserved communities with better access to STEM, coding, and robotics by creating the CoderZ League, a global virtual robotics competition, available to Title I schools at a 40 percent discount off the standard registration, impacting 1,000 school districts by Spring 2021.

CodeVA, in collaboration with Amazon Future Engineer as funding partner, will create free curriculum and design, pilot, and scale programs for 500,000 students in support of sustainable computer science literacy ecosystems in Virginia schools, with an initial focus on Title I and economically disadvantaged schools and divisions, for the next three years.

Constellations Center for Equity in Computing, Georgia Tech will provide quality computer science professional development for K-12 educators (in Georgia and other states) with a focus on equity, diversity, inclusion, and culturally responsive pedagogy through two virtual workshops during the academic year (one in the Fall and one in the Spring), with access to resources to enhance classroom instruction, serving 200 teachers by Summer 2022.

Constellations Center for Equity in Computing, Georgia Tech will provide quality computer science professional development for K-12 educators (in Georgia and other states) by conducting a summit in the summer (of 2021 and 2022), welcoming educators to discuss equity, diversity, inclusion, and culturally responsive pedagogy to dismantle bias and racism in computer science education, serving 200 teachers by Summer 2022.

CREATE at UC San Diego, in partnership with Code.org's Regional Partnership Program, will provide more coding time opportunities to elementary schools, serving predominantly low-income students from 20 school districts by Fall 2021.

CREATE UC San Diego's CS LISTEN project will increase youth participation in computer science in San Diego county by seeking to understand the underlying factors that hinder underrepresented students' engagement in K-12 computing pathways and positioning students from nine high schools, especially those historically

underrepresented, in the driver's seat of LISTEN's work to broaden computer science engagement, serving four school districts by Fall 2022.

CS4NC/NC ECEP, in co-sponsorship with ECEP, will conduct a statewide virtual Computing Education Summit to inform stakeholders and provide them with strategies for implementation of the NC K-12 CS Standards, serving 75 educators by Spring 2021.

CSforCHI (Chicago's K-12 computer science education ecosystem leader) will develop a community-led resource for shared terminology as a foundation of their work to empower the Chicago-area ecosystem to have more effective communication, opportunity identification, and collaboration between out-of-school time/informal education organizations; educational partners; and researchers, impacting 100 ecosystem partner organizations by Winter 2021.

CTA, in partnership with Polyup, will empower a global community of creative problem solvers and computational thinkers while addressing declining math and STEM scores in an equitable, accessible, scalable, and sustainable way by expanding events called "challenges" for K-12 districts across the U.S. and internationally, while supporting training in computer science; 3D design; and visual mathematics education for teachers, serving six school districts by February 2021.

Digital Promise will provide a growing, open hub for research practitioner partnerships that address equity in computer science and computer technology at scale, and produce tools and resources that are freely open to all existing and new partners, including its forthcoming science-based computer technology for NGSS toolkit as well as a K-12 CT Pathways toolkit, all of which will impact over 40,000 students by Spring 2021.

Emerging Entrepreneurs, Inc., in collaboration with the Dynamic Engineering Concepts and the Durham City Council's Participatory Budgeting Grant, will launch the city of Durham's first youth STEM and Startup concept program, hosting as many as 600 area youth with entrepreneurship, coding, LEGO robotics, and drone-flight education by Spring 2021.

EnCorps STEM Teachers Program will increase the supply of qualified computer science teachers in California by creating a structured pathway for 50 computer

scientists to go into credentialed secondary teaching in high need communities, impacting 5,550 students from populations underrepresented in STEM industries by Summer 2021.

Girls Who Code will bring the tech industry one step closer to gender parity by bringing 6,000 high-school aged girls—half being Black, Latinx, or low-income—into their signature virtual computer science program in Summer 2021.

GirlsComputingLeague will support emerging computer science education for low-income students in 1,000 educational centers across the U.S. by Winter 2021, by providing internet access, technology, teacher professional development, and coding club support.

Idaho STEM Action Center will redesign all computer science programs and initiatives to intentionally focus on equity, by providing 19 computer science professional development workshops to 285 educators by Summer 2021.

Idaho STEM Action Center will redesign all computer science programs and initiatives to intentionally focus on equity by submitting eight grants to support equity in computer science education for underserved populations, impacting 8,550 students by Summer 2021.

Ithaca City School District will develop computer science curriculum at all levels that seeks to both educate about computer science values and is explicitly anti-racist, serving 5,250 students by Spring 2020.

Ithaca City School District will expand computer science and digital literacy course offerings to all middle schools in the district, impacting 800 students by Fall 2021.

Ithaca City School District will pilot a 4th grade curriculum that integrates computer science curriculum, science units, and social studies at South Hill Elementary School and Caroline Elementary School, impacting 100 students by Spring 2021.

Kids Coding will partner with an organization that is interested in collaborating on a research opportunity in low-and-middle-income-countries (LMIC), to strengthen mentoring and develop best practices, as well as learn, motivate, train, and teach

children between the ages of 6 and 17 to understand the concept of computer coding, serving 1,000 students by Winter 2022.

Marquette University will explore relationships with all organizations across the state of Wisconsin who help provide entry points into K-12 computer science pathways by actualizing a CSforWI group that will collaboratively write a 2021 CSforWI commitment that closes the gap in providing computer science for all Wisconsin students, serving 450 school districts by Spring 2021.

Miami EdTech, in partnership with STEM Fuse and the Academy for Computer Science Education at FIU, will provide computer science professional development opportunities for 300 Miami-Dade County public school K-12 STEM teachers, focusing on Title I and low scoring professional development schools by Summer 2020.

Microsoft and the TEALS Program, in partnership with CSforALL, CSTA, NCWIT, and Code.org, will build sustainable and diverse computer science programs by developing a Guide to Inclusive Computer Science Education for schools, serving 625 individual schools by Fall 2022.

Mouse.org, in partnership with Google, Code.org, Exploring Computer Science, Games For Change, and Per Scholas, will train 1,000 teachers in K-12 computer science using quality courses and equitable pedagogy in New York, serving 50 school districts by Summer 2021.

Nextech will ensure that they are actively and purposefully inclusive in everything that they do, create, and say by launching the Nextech Techquity Council, an advisory group consisting of Indiana teachers and students, to help their organization and state coalitions get it right in regards to inclusion; equity; accessibility; and diversity, serving at least 10 school districts by Fall 2022.

NOLA_CODE, in collaboration with K-8 charter schools and youth centers and other partners, will organize an ecosystem for computer science for 1,500 students in Louisiana by Summer 2021.

Popfizz Computer Science will provide virtual and in-the-classroom webinars for 1,000 students in preparation for AP exams and the back-to-school season by Summer 2021.

Redlands Unified School District, in partnership with the University of California, Riverside, University of California, Davis, University of Redlands, Lego Education, and Esri, will create a K-12 computer science pathway so that all students have the opportunity to learn computer science integrated across curriculum at school; extended day learning; summer academy; and online learning programs, serving 21,000 students by Summer 2022.

Riverside Unified School District, in collaboration with University of California Riverside, and in response to COVID-19, will launch a virtual computer science opportunity called "Data Science Academy for Social Good" for 300 students by Spring 2021 to help solve homelessness in its community.

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 computer science 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.

Sphero will work with business and school partners to donate product, registrations for Sphero Global Challenge competitions, teacher training, and devices to underprivileged schools in 10 cities during the 2020-2021 school year.

Techbridge Girls will share their computer science lessons—embedded in their curriculum for elementary and middle-school aged girls from low-income communities— with schools, community-based organizations, and one-day STEM conference venues across the U.S., serving 10,000 students by Spring 2022.

The AI4K12 Initiative will ensure equitable access for all students by conducting a workshop for state departments of education (DOEs), forward-looking school districts, and ECEP Alliance state leaders—to develop plans to implement K-12 AI education—serving 100 school districts by Summer 2022.

The Bay Area Youth Computer Science Council, in partnership with Learningtech.org, will host inclusive computer science education events targeted at middle and high school students from under-resourced communities by organizing at least six virtual

speaker and hackathon events to increase access and equity in computer science education, impacting approximately 500 students by September 1, 2021.

The Computer Science for California (CSforCA) Coalition will build the capacity of school leaders to scale sustainable and equity-minded computer science education by developing and providing workshops for 100 administrators as well as a train-the-trainer module for 30 administrators, and distributing an updated version of the CSforCA Equitable Implementation Guide to 3,500 administrators by June 2021.

The Congressional App Challenge will leverage the power of Congress to inspire a diverse generation of future computer science professionals across the United States, serving 10,000 students and 1,000 educators by Spring 2021.

The Hawaii State Department of Education will develop and implement a statewide K-12 computer science plan and ensure each public high school offers at least one computer science course, serving 179,000 students by Fall 2021.

The Iribe Initiative for Inclusion and Diversity in Computing (I4C) at the University of Maryland will offer summer camps and workshops to 500 middle and high school-aged students who identify as female or non-binary and/or Black, Latinx, or Native American in Maryland and Washington, D.C. by June 2021.

The National Math and Science Initiative will help 50 Texas high schools launch and scale AP Computer Science Principles courses by Summer 2023, as part NMSI's Lonestar Computer Science Project, by providing teachers with professional development, leadership training, counselor training through our partner C4C, and school-level support and student resources to support greater access and achievement in equitable computer science instruction.

The Reboot Representation Tech Coalition will make targeted investments in the overlooked programs and institutions that make education and careers in computing equitable for underrepresented women of color with the goal of doubling the number of Black, Latina, and Native American women graduating with computing degrees by 2025.

The Robin Hood Foundation will partner with in-service teacher training programs to expand computer science education to all students, and particularly to those student

groups that have been underrepresented (accounting for race and gender), impacting 5,000 educators in New York City by Spring 2025.

The UCLA Computer Science Equity Project, in collaboration with LAUSD Instructional Technology Initiative and Mississippi State University Research and Curriculum Unit, will amplify the experiences and voices of approximately 75 Latinx and African American students in introductory high school computer science courses about their sense of identity, agency, and engagement—the findings of which will be disseminated to teacher organizations, impacting 450 educators by Fall 2021.

The University of California, Irvine, through its projects—CONECTAR and IMPACT—in collaboration with Santa Ana Unified School District, San Francisco Unified School District, and the University of Chicago, will provide a fourth-grade computational thinking curriculum with support for students designated as English learners, serving at least 30 teachers and 10 schools by Fall 2021.

Veracity House ICT Solutions, in partnership with the ExCITE project BJC and Birdbrain Technologies, will reduce the digital divide and to promote computational thinking in Africa—starting from Lagos Nigeria—through continued advocacy of design-based pedagogy for the delivery and learning of STEM education, with coding and creative robotics, impacting 10,000 schools by Winter 2022.

VHS Learning, in partnership with the National Math and Science Initiative (NMSI), will expand opportunity within the field of computer science and help close the education gap by supporting enrollments for 150 high school students from five rural school districts across the United States in AP Computer Science Principles, at no direct cost to the students or their school systems, by Spring 2021.

WeTeach_CS, in collaboration with the ECEP Alliance, will launch a national expansion of the strategies for effective and inclusive computer science teaching online courses in 20 ECEP states through their Scaling Inclusive Pedagogy (ScIP) project—focused on improving equity and inclusion in their computer science courses—serving up to 700 K-12 educators by August of 2021.

Xposure STEM, in partnership with Popfizz Computer Science, will expose 250 students and families from low income communities in middle Tennessee to computer science

by the end of Summer 2021 through the implementation of quarterly computer science workshops and outreach events.

Youth Code Jam will equip 50 Title 1 schools in Texas with English and Spanish coding activities, aligned to the TEKS standard, and designed for family engagement and classroom use, impacting 350 students by Winter 2021.

Youth Code Jam will provide 300 teachers with access to free continuing education courses related to computer literacy, computational thinking, and inclusion of neurodiverse students by Winter 2021.

2020 Commitments by CSforALL 2030 Goals

CLOSE THE GAPS - IDENTIFY, NAME, AND CLOSE CS GAPS

Afterschool Alliance will publish new findings on the availability of computer science activities in afterschool programs as part of their 2020 America After 3PM survey, serving policy makers and benefiting the 10+ million students in afterschool programs across the country by Summer 2021.

AI For Teachers will change the fundamental understanding of AI in society by providing classroom resources, online tools, professional development, community support, and an educator spotlight for teachers using AI in their K-12 classrooms and informal learning spaces, with the goal of reaching 100,000 teachers by Fall 2025.

Aldine ISD, in collaboration with Rice University Mathematics Project, Microsoft TEALS, CMU CS Academy, Amazon Future Engineer, BootUp PD, and the National Math & Science Initiative, will provide computer science professional development to over 300 educators and expand computer science to students in grades K-12 in Texas, serving 67,000 students by Summer 2024.

Blackbird Code will support five Title 1 middle schools that serve mostly students of color, to establish a computer programming elective course by offering professional development to teachers and free access to its online learning platform for as long as the elective courses are offered, serving at least 100 students by Fall 2021.

BootUp PD, in partnership with Amazon, will bring computer science education to more than 1,000 schools in underserved and underrepresented communities across the

United States through Amazon's "Amazon Future Engineer" program, by providing 3 years of ongoing professional development, coaching, and curriculum at no cost by Summer 2022.

BootUp, in collaboration with the Wyoming Department of Education and American Institutes for Research, will develop free, interest-driven coding projects and lesson plans for three Wyoming school districts on the Wind River Reservation, preserving their traditions and designing lessons in a culturally relevant way, impacting 28 educators by Summer 2022.

Carnegie Mellon University will provide professional development, ongoing support, and curriculum for 25,000 in and out educators through novel, world-class, and free of cost computer science education for the classroom, offered through CMU CS Academy (an online, graphics-based computer science curriculum taught in Python), by Fall 2030.

Chicago Public Schools will create and implement frameworks for quality in-school and out-of-school computer science programs with the intent of improving equitable access to quality computer science education for underrepresented student populations beginning with 11 schools and roughly 5,500 students, by the Summer 2021.

City of Pittsburgh will provide coding and tech training for its employees, impacting 100 families by Winter 2020.

Code Nation will provide coding courses, workplace experiences, and industry mentorship with a focus on equity and representation for 1,200 students across New York City, Chicago, and the Bay Area by Summer 2021.

Code.org will expand access to computer science education through free K-12 curriculum and tools to reach an additional 10 million students worldwide, creating accounts on the Code.org platform, by Winter 2021.

Code.org will provide a professional learning program and to partner with a network of regional organizations to prepare 4,000 teachers in the U.S. to teach computer science in 2021.

CodeCrew will provide 37 students the opportunity to earn college credit before leaving high school by training 19 AP Computer Science Principles students at Memphis Rise Academy and 18 AP Computer Science Principles students at the Memphis Academy of Science and Engineering to successfully take the AP exam in May of 2021.

CodeCrew will provide professional development for their four CodeCrew full-time K-12 instructors by Summer 2021, ensuring they can teach AP Computer Science courses.

CodeCrew, in collaboration with funding partners, the State of Tennessee, the City of Memphis, AutoZone, and Best Buy, will implement CodeZone—a series of year-long Unreal Engine workshops, in Memphis, TN—serving 60 high school students from underrepresented groups by Winter 2022.

CodeCrew, in collaboration with WorldQuant Predictive, will implement Python and Data Science training workshops and internships in Memphis, TN, serving up to 20 Black and Latinx high school students by Summer 2021.

CodeHS will launch a new fellowship program focused on supporting Black computer science teachers and students in the United States through virtual events and discussions, free professional development courses and workshops, CodeHS Pro sponsorships, classroom resources, and networking opportunities, impacting 100 educators by Fall 2021.

Codelicious, in partnership with NEPA Works' "Coding the Coal Region" project, the Institute for Public Policy and Economic Development, and Penn State Wilkes-Barre, commits to providing 1,000 6th-12th grade students in Northeastern Pennsylvania with access to curriculum and training through a customized CS pathway to meet the workforce needs of the computer programming industry in Northeastern PA by Fall 2021.

CODEMOJI will provide coding classes and online curriculum in the Northeast, serving 250,000 students by Fall 2021.

CodeMonkey will provide virtual professional development sessions to train and empower 500 educators to teach computer science by Summer 2021.

CoderZ, in partnership with Amazon Future Engineer, will provide coding and robotics instruction to 150,000 students over the next 12 months by offering free access to its virtual robotics platform for up to 1,000 teachers working in Title I schools across the U.S. by Summer 2021.

CoderZ, in partnership with the Intelitek STEM and CTE Education Foundation, will empower traditionally underserved communities with better access to STEM, coding,

and robotics by creating the CoderZ League—a global virtual robotics competition—available to Title I schools at a 40 percent discount off the standard registration, impacting 1,000 school districts by Spring 2021.

CodeScty, in collaboration with CSforALL and the New York City Department of Education, will provide free access to hip-hop based computational thinking music, videos, and learning activities to 1,000 teachers and students by Winter 2020.

CodeVA, in collaboration with Amazon Future Engineer as a funding partner, will create a free curriculum, and design, pilot, and scale programs for 500,000 students in support of sustainable computer science literacy ecosystems in Virginia schools, with an initial focus on Title I and economically disadvantaged schools and divisions, for the next three years.

Create & Learn will teach live coding classes online in the United States by offering the broadest selection of data and computer science curriculum for K-12 students, and bringing in expertise and best practices for teacher onboarding and professional development, serving 1,000 students by Fall 2021.

CREATE at UC San Diego, in partnership with Code.org's Regional Partnership Program, will provide more coding time opportunities to elementary schools, serving predominantly low-income students from 20 school districts by Fall 2021.

CREATE UC San Diego's CS LISTEN project will increase youth participation in computer science in San Diego county by seeking to understand the underlying factors that hinder underrepresented students' engagement in K-12 computing pathways and positioning students from nine high schools, especially those historically underrepresented, in the
driver's seat of LISTEN's work to broaden computer science engagement, serving four school districts by Fall 2022.

CS4NC/NC ECEP, in co-sponsorship with ECEP, will conduct a statewide virtual Computing Education Summit to inform stakeholders and provide them with strategies for implementation of the NC K-12 CS Standards, serving 75 educators by Spring 2021.

Sacramento County Office of Education, in collaboration with CS4NorCal and other partners, will implement an engaging multi-year computer science curriculum pathway, including opportunities for integration with math and science instruction, in grades K-12 at participating schools, serving 65 school districts by Fall 2020.

CSforCHI (Chicago's K-12 computer science education ecosystem leader) will develop a community-led resource for shared terminology as a foundation of their work to empower the Chicago-area ecosystem to have more effective communication, opportunity identification, and collaboration between out-of-school time/informal education organizations, educational partners, and researchers, impacting 100 ecosystem partner organizations by Winter 2021.

CYBER.ORG will develop a set of K-12 cybersecurity learning standards that can be used in schools and districts around the country to ensure that all students have a foundational understanding of cybersecurity and the skills and knowledge they need to pursue a cyber-related career, made available for adoption by all 50 states by August 2021.

Digital Promise will provide a growing, open hub for research practitioner partnerships that address equity in computer science and computer technology at scale, and produce tools and resources that are freely open to all existing and new partners, including its forthcoming science-based computer technology for NGSS toolkit as well as a K-12 CT Pathways toolkit, all of which will impact over 40,000 students by Spring 2021.

Emerging Entrepreneurs, Inc., in collaboration with the Dynamic Engineering Concepts and the Durham City Council's Participatory Budgeting Grant, will launch the city of Durham's first youth STEM and Startup concept program, hosting as many as 600 area youth with entrepreneurship, coding, LEGO robotics, and drone-flight education by Spring 2021.

EnCorps STEM Teachers Program will increase the supply of qualified computer science teachers in California by creating a structured pathway for 50 computer scientists to go into credentialed secondary teaching in high need communities, impacting 5,550 students from populations underrepresented in STEM industries by Summer 2021.

Expanding Computing Education Pathways (ECEP) Common Metrics project will facilitate the collaborative development of a framework for monitoring progress on broadening participation in K-16 computer science (CS) education, laying the foundation for a national shared data effort that initially serves 22 states and Puerto Rico by Fall 2021.

Girl Scouts of the USA will create STEM content for the Girl Scouts at Home microsite and conduct several live events in order to reach 100,000 girls by Summer 2021.

Girls Who Code will bring the tech industry one step closer to gender parity by bringing 6,000 high-school aged girls—half being Black, Latinx, or low-income—into their signature virtual computer science program in Summer 2021.

GirlsComputingLeague will support emerging computer science education for low-income students in 1,000 educational centers across the U.S. by Winter 2021, by providing internet access, technology, teacher professional development, and coding club support.

Idaho STEM Action Center will redesign all computer science programs and initiatives to intentionally focus on equity, by providing 19 computer science professional development workshops to 285 educators by Summer 2021.

Idaho STEM Action Center will redesign all computer science programs and initiatives to intentionally focus on equity by submitting 8 grants to support equity in computer science education for underserved populations, impacting 8,550 students by Summer 2021.

Intermediate Unit 1 will engage students in STEM/STEAM opportunities by conducting Camp Tech for 200 students entering grades 3-8 in the Fall at three to four locations (local colleges and universities) by Summer 2021.

Intermediate Unit 1 will expand Code.org CS Fundamentals professional learning opportunities across the region through the support of their Regional Partner, Allegheny Intermediate Unit, serving 500 educators by Summer 2021.

Intermediate Unit 1 will offer 10 virtual professional development sessions for educators to train them on the use and integration of the lending library tools in their classroom, serving 500 educators by Summer 2021.

Intermediate Unit 1 will support school districts in Washington, Fayette, and Greene counties go through the SCRIPT (Strategic CSforALL Resource and Implementation Planning Tool) planning process where district teams will work to design localized plans for CS implementation centered around creating opportunities for all students to engage in computer science from grades K-12, serving 500 students by Summer 2021.

Intermediate Unit 1 will support school districts in Washington, Fayette, and Greene counties who have undergone the SCRIPT (Strategic CSforALL Resource and Implementation Planning Tool) planning process from the previous school year to provide opportunities for continued professional development and resources and help them reach the specific goals of their respective plans, by Summer 2021.

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, serving 500 educators by Summer 2021.

IPC Systems will engage youth in opportunities to learn about and pursue technology based education and careers through seven+ professional development workshops, which will engage 140+ students across IPC locations by Summer 2021.

Kids Coding will partner with an organization that is interested in collaborating on a research opportunity in low-and-middle-income-countries (LMIC), to strengthen mentoring and develop best practices, as well as learn, motivate, train, and teach children between the ages of 6 and 17 to understand the concept of computer coding, serving 1,000 students by Winter 2022.

Lord Fairfax Community College will facilitate virtual educational events in general technology, computer science, and cybersecurity for 200 girls of all General Schedule (U.S. civil service pay scale) levels by Summer 2022.

Marquette University will explore relationships with all organizations across the state of Wisconsin who help provide entry points into K-12 computer science pathways by actualizing a CSforWI group that will collaboratively write a 2021 CSforWI commitment that closes the gap in providing computer science for all Wisconsin students, serving 450 school districts by Spring 2021.

Maryland Codes, in partnership with the Maryland Center for Computing Education, the Maryland State Department of Education, and Code in the Schools, will expand the impact of their professional learning offerings by offering computer science professional learning to at least 500 K-12 teachers from all Maryland school systems, including surrounding areas and rural schools, by Summer 2022.

Miami EdTech, in partnership with STEM Fuse and the Academy for Computer Science Education at FIU, will provide computer science professional development opportunities for 300 Miami-Dade County public school K-12 STEM teachers, focusing on Title I and

low scoring professional development schools, serving 300 educators by Summer 2020.

Mouse.org, in partnership with Google, Code.org, Exploring Computer Science, Games For Change, and Per Scholas, will train 1,000 teachers in K-12 computer science using quality courses and equitable pedagogy in New York, serving 50 school districts by Summer 2021.

NOLA_CODE, in collaboration with K-8 charter schools and youth centers, will teach CS Discoveries and provide inspirational computer science events for 1,500 students in the Greater New Orleans area by Summer 2021.

Nuevo Foundation, in collaboration with Bea Gandica, will provide coding workshops, virtual sessions, and mini conferences in STEM education for 5,000 students in the PacificNorthwest by Fall 2022.

Orange County Department of Education, in collaboration with Raspberry Pi Foundation, Girls Who Code, Robotics Education, and Competition Foundation, will improve access and opportunity for girls, students of color, and students with diverse needs to succeed by providing robotics competitions, professional learning in the implementation of the Raspberry Pi, and promoting Girls Who Code clubs through outreach in Orange County, CA, serving 20,000 students by Summer 2021.

Popfizz Computer Science will provide free online professional development courses for at least 500 computer science teachers nationwide in a variety of topics between Summer 2020 and Summer 2021.

Popfizz Computer Science will provide virtual and in-the-classroom webinars for 1,000 students in preparation for AP exams and the back-to-school season by Summer 2021.

Redlands Unified School District, in partnership with the University of California, Riverside, University of California, Davis,University of Redlands, Lego Education, and Esri, makes a commitment to create a K-12 computer science pathway so that all students have the opportunity to learn computer science integrated across curriculum at school, extended day learning, summer academy, and online learning programs, serving 21,000 students by Summer 2022.

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 computer science 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.

Shelby County Schools, in collaboration with BootUp PD and Amazon, as part of the Amazon Future Engineer + BootUp Elementary CS, will bring computer science to schools across the county by funding computer science education and teacher professional development for 41 elementary schools in the district, impacting more than 5,500 students by Summer 2023.

Sphero will work with business and school partners to donate product, registrations for Sphero Global Challenge competitions, teacher training, and devices to underprivileged schools in 10 cities during the 2020-2021 school year.

STEM Coding Lab will offer coding classes on HTML/CSS and Scratch to elementary age students during the summer months serving 50 students by Summer 2021.

STEM Next Opportunity Fund in collaboration with the Charles Stewart Mott Foundation, Intel Foundation, Gordon and Betty Moore Foundation, Qualcomm Incorporated, and Lyda Hill Philanthropies' IF/THEN She Can initiative, launched Million Girls Moonshot, a new national afterschool STEM Equity movement to increase access and opportunity to high-quality, hands-on computer science, engineering, and STEM experiences in all 50 states by empowering 1 million girls, youth of color, and young people living in poverty with an engineering mindset by 2025.

Techbridge Girls will share their computer science lessons, embedded in their curriculum for elementary and middle-school aged girls from low-income communities with schools, community-based organizations, and one-day STEM conference venues, across the U.S., serving 10,000 students by Spring 2022.

TechGirlz will provide free in-person and virtual technology workshops for 5,500 girls across the U.S. by Spring 2021.

Teq will provide professional development, products, and services to implement computer science education in 1,800 New York City Department of Education individual schools by Summer 2021.

The AI4K12 Initiative will ensure equitable access for all students by conducting a workshop for state departments of education (DOEs), forward-looking school districts,

and ECEP Alliance state leaders, to develop plans to implement K-12 AI education, serving 100 school districts by Summer 2022.

The Allegheny Intermediate Unit will host two virtual cohorts of Code.org's Professional Learning Program during the 2020-2021, mitigating geographic barriers for teachers, and supporting them in implementing computer science at the secondary level in a remote setting, serving 50 educators by Summer 2021.

The Allegheny Intermediate Unit, in collaboration with CMU's CS Academy, will create and publish a series of resources aimed at supporting computer science instruction in remote and virtual settings, serving 400 educators by Summer 2021.

The Bay Area Youth Computer Science Council, in partnership with Learningtech.org, will host inclusive computer science education events targeted at middle and high school students from under-resourced communities by organizing at least six virtual speaker and hackathon events to increase access and equity in computer science education, impacting approximately 500 students by September 1, 2021.

The Beauty and Joy of Computing (BJC) will provide support for our project colleagues at the New York City Department of Education and at North Carolina State University by updating our professional development programs aligned to the 2020 AP CSP framework, serving 5,000 students by Fall 2020.

The Beauty and Joy of Computing project will provide online professional development and small group support for over 100 teachers in the 2020-2021 school year.

The Computer Science for California (CSforCA) Coalition will build the capacity of school leaders to scale sustainable and equity-minded computer science education by developing and providing workshops for 100 administrators as well as a train-the-trainer module for 30 administrators, and distributing an updated version of the CSforCA Equitable Implementation Guide to 3,500 administrators by June 2021.

The Congressional App Challenge will leverage the power of Congress to inspire a diverse generation of future computer science professionals across the United States, serving 10,000 students and 1,000 educators by Spring 2021.

The Hawaii State Department of Education will develop and implement a statewide K-12 computer science plan and ensure each public high school offers at least one computer science course, serving 179,000 students by Fall 2021.

The Iribe Initiative for Inclusion and Diversity in Computing (I4C) at the University of Maryland will offer summer camps and workshops to 500 middle and high school-aged students who identify as female or non-binary and/or Black, Latinx, or Native American in Maryland and Washington, D.C. by June 2021.

The Maryland Center for Women in Computing at the University of Maryland will collaborate with Girl Scouts of Nation's Capital and Rise Up 4 CS to provide workshops in coding basics, app development, game design, cybersecurity, and Advanced Placement Computer Science A (Java) to 600 female middle school and high school students in Maryland and Washington D.C. by June 2021.

The National Math and Science Initiative will help 50 Texas high schools launch and scale AP Computer Science Principles courses by Summer 2023, as part NMSI's Lonestar Computer Science Project, by providing teachers with professional development, leadership training, counselor training through our partner C4C, and school-level support and student resources to support greater access and achievement in equitable computer science instruction.

The Reboot Representation Tech Coalition will make targeted investments in the overlooked programs and institutions that make education and careers in computing equitable for underrepresented women of color with the goal of doubling the number of Black, Latina, and Native American women graduating with computing degrees by 2025.

The Robin Hood Foundation will partner with in-service teacher training programs to expand computer science education to all students, and particularly to those student groups that have been underrepresented (accounting for race and gender), impacting 5,000 educators in New York City by Spring 2025.

The University of California, Irvine, through its projects--CONECTAR and IMPACT--in collaboration with Santa Ana Unified School District, San Francisco Unified School District, and the University of Chicago, will provide a fourth-grade computational thinking curriculum with support for students designated as English learners, serving at least 30 teachers and 10 schools by Fall 2021.

Tulsa Regional STEM Alliance, in collaboration with CSforOK, will provide computer science professional development to at least 300 teachers in Oklahoma by Winter 2021.

University of Illinois at Chicago's Computer Science Department, in collaboration with Break Through Tech, will provide workshops to motivate community college women to pursue education and careers in STEM in Illinois, serving 100 students by Fall 2021.

Veracity House ICT Solutions, in partnership with the ExCITE project BJC and Birdbrain Technologies, will reduce the digital divide and to promote computational thinking in Africa, starting from Lagos Nigeria, through continued advocacy of design-based pedagogy for the delivery and learning of STEM education, with coding and creative robotics, impacting 10,000 schools by Winter 2022.

VHS Learning, in partnership with the National Math and Science Initiative (NMSI), will expand opportunity within the field of computer science and help close the education gap by supporting enrollments for 150 high school students from five rural school districts across the United States in AP Computer Science Principles, at no direct cost to the students or their school systems, by Spring 2021.

Vijay Computer Academy will build the next generation of female digital talent through computer science education programs by offering free coding clubs to 500 girls in grades 3-12 by Summer 2021.

WeTeach_CS, in collaboration with the ECEP Alliance, will launch a national expansion of the strategies for effective and inclusive computer science teaching online courses in 20 ECEP states through their Scaling Inclusive Pedagogy (ScIP) project, focused on improving equity and inclusion in their computer science courses, serving up to 700 K-12 educators, by August of 2021.

Xposure STEM, in partnership with Popfizz Computer Science, will expose 250 students and families from low income communities in middle Tennessee to computer science by the end of Summer 2021 through the implementation of quarterly computer science workshops and outreach events.

Young Inquisitive Minds, in collaboration with Stanford Kids with Dreams, Help Us Gather, and the State Council on Developmental Disabilities, will provide STEM education, specifically computer science through robotics, in Bay Area, California, serving over 1,200 students with intellectual and developmental disabilities by August 2025.

Youth Code Jam will equip 50 Title 1 schools in Texas with English and Spanish coding activities, aligned to the TEKS standard, and designed for family engagement and classroom use, impacting 350 students by Winter 2021.

Youth Code Jam will provide 300 teachers with access to free continuing education courses related to computer literacy, computational thinking, and inclusion of neurodiverse students by Winter 2021.

DESIGN FOR DIVERSITY - DESIGN FROM THE BEGINNING

AIU 3 Mon Valley School will increase equity and accessibility for students with disabilities to learn computing, from basic to advanced skills in computer related fields, and increase their ability to meet current and future job market demands, serving 200 students by Summer 2021.

AWS Education, in partnership with LAUSD, will provide support for 700,000 students in their district, including IT helpdesk support and a mental health hotline, by establishing five cloud-based contact centers using Amazon Connect by Summer 2021.

Black Data Processing Associates will provide coding competitions for 200 high schoolers in the Mid-South by Summer 2021.

Constellations Center for Equity in Computing, Georgia Tech will provide quality computer science professional development for K-12 educators (in Georgia and other states) with a focus on equity, diversity, inclusion, and culturally responsive pedagogy through two virtual workshops during the academic year (one in the Fall and one in the Spring), with access to resources to enhance classroom instruction, serving 200 teachers by Summer 2022.

Constellations Center for Equity in Computing, Georgia Tech will provide quality computer science professional development for K-12 educators (in Georgia and other states) by conducting a summit in the summer (of 2021 and 2022), welcoming educators to discuss equity, diversity, inclusion, and culturally responsive pedagogy to dismantle bias and racism in computer science education, serving 200 teachers by Summer 2022.

Sacramento County Office of Education, in collaboration with CS4NorCal and other partners, will deliver in-depth professional development in computer science concepts, practices, and pedagogy for elementary; middle; and high school teachers, and school

and district leadership, serving 265 teachers from small and rural schools in Glenn, Lassen, Modoc, and Plumas by Summer 2025.

Sacramento County Office of Education, in collaboration with CS4NorCal and other partners, will provide work-based learning and postsecondary transition activities to give students the opportunity to explore and prepare for computer science-related careers by developing an ecosystem for students to learn from industry experts and demonstrate the growing competency in computer science through leadership activities and competitions, serving 65 school districts by Fall 2020.

Sacramento County Office of Education, in collaboration with CS4NorCal and other partners, will grow and sustain computer science instructional experiences, courses, and pathways by providing support to increase the number of certificated computer science teachers in the aforementioned counties, serving 65 school districts by Fall 2020.

CSforAll MN will complete and share Minnesota's first computer science education landscape report during Fall 2020, reaching at least 500 state-level organizations.

CSforAll MN will host listening sessions with 40 representatives of key Minnesota stakeholder groups by Winter 2021 on broadening participation in K-12 computer science education to gather feedback on proposed state computer science education policies, and to share data and information about current and future work to increase student access to and success in computer science education.

Dallas ISD, in collaboration with Amazon Future Engineer and BootUp PD, will provide professional development workshops for 75,000 elementary students in Texas by Spring 2022.

Digital Harbor Foundation, in partnership with Baltimore City Recreation and Parks and the City of Pittsburgh's CitiParks, will create computer science program offerings in four community rec centers through an expansion of innovation Rec-to-Tech programs, serving 240 students by Fall 2020.

EdFarm, in collaboration with Birmingham City Schools and Holy Family Cristo Ray, will equip over 300 student fellows, teacher fellows, and interns with innovative technology and strategies during the 2020-2021 school year to create a workforce that is prepared to tackle the challenges of the 21st century, serving 200 school districts by Spring 2021.

Intermediate Unit 1 will continue to host STEM/STEAM student competitions in a virtual format, allowing for more students and teams to participate in competitions like STEM Design Challenge featuring K'Nex (grades 4-8), Powering PGH (grades 5-12), Governor's STEM Competition (grades 9-12), and Media and Design Competition (grades 5-12), serving 500 students by Summer 2021.

Ithaca City School District will develop computer science curriculum at all levels that seeks to both educate about computer science values and is explicitly anti-racist, serving 5,250 students by Spring 2020.

Ithaca City School District will pilot a 4th grade curriculum that integrates computer science curriculum, science units, and social studies at South Hill Elementary School and Caroline Elementary School, impacting 100 students by Spring 2021.

JWC Consultants, LLC will support public and private schools and school districts in the creation of PK-12 computer science pathways that offer computer science opportunities for all students in 20 districts throughout Colorado, Utah, and Alabama by Summer 2021.

Lewiston Public Schools will complete their K-12 pathway by creating a program for at least 10 percent of high school students to concurrently enroll in college computer science courses, graduating with college credit and industry recognized certifications, impacting 50 students by 2023.

Microsoft and the TEALS Program, in partnership with CSforALL, CSTA, NCWIT, and Code.org will build sustainable and diverse computer science programs by developing a Guide to Inclusive Computer Science Education for schools, serving 625 individual schools by Fall 2022.

Nextech will ensure that they are actively and purposefully inclusive in everything that they do, create, and say by launching the Nextech Techquity Council, an advisory group consisting of Indiana teachers and students, to help their organization and state coalitions get it right in regards to inclusion; equity; accessibility; and diversity, serving at least 10 school districts by Fall 2022.

NOLA_CODE, in collaboration with K-8 charter schools and youth centers and other partners, will organize an ecosystem for computer science for 1,500 students in Louisiana by Summer 2021.

Project Lead The Way will foster career confidence in more than 15,000 students through exposure to the real-world stories of a diverse group of computer science professionals in the new Career Connections section of their newly updated courses, PLTW Computer Science A and Computer Science Principles, by Spring 2021.

Propel Schools will create relatable and meaningful STEM career sessions, workshops, and job shadowing experiences for all scholars in grades 9-11 by incorporating the key attributes of future learning from the ReMaking Tomorrow Playbook, serving 700 students by Summer 2022.

Robotics Education & Competition Foundation will start and expand teams at state schools for the deaf and hard of hearing in Texas, California, Montana, Idaho, Washington, Alaska, Oregon, and Pennsylvania for 500 students by Summer 2022, following the successful model they started in 10 southern states.

Tech Kids Unlimited will provide computational thinking and technology workshops to 350 students ages 7 to 21 with autism and learning and emotional disabilities by Fall 2020.

Tennessee STEM Innovation Network, in collaboration with the Tennessee Department of Education, will train Tennessee teachers on how to integrate the state's K-8 computer science standards into everyday classroom instruction, serving 1,000 teachers by Summer 2021.

The Quorum programming language group will develop an accessible suite of data science tools for 100,000 students for use in data analysis and making analysis results accessible to screen reader users by December 31, 2021.

The University of Memphis Department of Computer Science will offer a Creative Game Design Workshop in order to provide 20 local high school students in Memphis and surrounding areas the opportunity to gain early exposure to programming by Summer 2021.

PREPARE THE SOLVERS - PROBLEM SOLVERS, NOT PROCESS FOLLOWERS

AccelerateKID® will provide high quality computer science education to 1,000 students in grades K-8 by teaching them the latest in S.T.E.A.M. including computer

programming, game design, robotics, and digital arts, in addition to 21st-century skills like storyboarding; teamwork; critical and creative thinking; problem-solving; and presentation skills, all by Summer 2021.

Alabama Math, and Science and Technology Initiative (AMSTI), in collaboration with Learning Blade and the Auburn University College of Science and Mathematics, will focus on computer science skills for 5,000 students in Alabama by Spring 2021 through the IRON BOWL STEM CHALLENGE.

AWS Educate will provide 5,000 high school students and 500 educators a free introduction, including hands-on activities, to cloud computing concepts like virtual computing, AI, machine learning, and virtual reality, as well as free student AWS Educate Starter Accounts and free flexible facilitator guides to integrate cloud concepts into existing curricula, all by Fall 2021.

ButterCup STEAM Camp, in collaboration with Art Is King, will provide STEAMx programming focusing on robotics, coding, and arts/creativity in Georgia, serving 300 students by the end of Summer 2021.

ChickTech will provide virtual, hands-on STEM and technical focused programming for 2,000 young womxn (college and high school age) nationally by Summer 2021, fostering supportive community and STEM career development opportunities, and broadening the pipeline of underrepresented youth into these career pathways.

Code for Fun will launch an educational website (HackHighSchool) to give 1,000 high school students by Summer 2025 the opportunity to perfect their coding skills using project-based learning.

CodeCrew will create an opportunity for 34 of Memphis Academy of Science and Engineering's Computer Science Discoveries students to showcase two projects, one in the Fall 2020 and one in the Spring 2021, based on the computer programming skills they will learn this school year.

CodeCrew will provide an opportunity for 17 cyber robotics students to enter the CODERZ LEAGUE JUNIOR competition for a chance to win the Final Challenge and make it to this year's PlayOffs, by Spring 2021.

CodeCrew, in collaboration with DR MARTIN LUTHER KING JR. PREP Academy, will provide Advanced Placement Computer Science instructional teaching in Memphis, Tennessee, serving 38 students by Summer 2021.

CodeCrew, in collaboration with DR MARTIN LUTHER KING JR. PREP Academy, will provide coding 1 instructional teaching in Memphis, Tennessee, serving 13 students by Summer 2021.

CodeCrew, in collaboration with DR MARTIN LUTHER KING JR. PREP Academy, will provide mobile application development instructional teaching in Memphis, Tennessee, serving 38 students by Summer 2021.

CodeCrew, in collaboration with Seeding Success, will advocate for a bill in the state legislature to require all public and charter high schools in Tennessee to offer at least one computer science course to their students by 2026, serving more than 250,000 high school students by May 2021 (date for the bill to be passed).

CodeCrew, in collaboration with Shelby County Government, will teach computational thinking in fun and engaging ways to 35 K-5 students of county government employees by leading virtual academy coding workshops in two locations in Memphis, TN by May 2021.

CodeCrew, in collaboration with Shelby County Schools Department of College, Career, and Technical Education, will train teachers to take and pass the Praxis and/or industry certification exams in Memphis, TN, serving up to 15 high school teachers by May 2021.

CodeVA, in collaboration with National Science Foundation as funding partner, will publish an integration guide and grade-level toolkits for 132 teachers and school division leaders by Summer 2021 to support Virginia's computer science K-8 standards mandate for all students.

Computer Science Teachers of America Tennessee will expand its membership to at least 100 members across Tennessee by June 2021.

CREATE at UC San Diego, in partnership with Computer Science Teachers Association San Diego Chapter, will maintain and increase participation of chapter members across San Diego county by focusing on elementary school and community college educators, and hosting virtual events to learn about utilizing AIin classrooms outside of computer science, serving 300 teachers by Winter 2022.

CSEd@UNI will provide formal coursework in computer science and computer science education leading towards the CS Endorsement in the state of Iowa, serving 50 teachers by Summer 2023.

CTA, in partnership with Polyup, will empower a global community of creative problem solvers and computational thinkers while addressing declining math and STEM scores in an equitable, accessible, scalable, and sustainable way by expanding events called "challenges" for K-12 districts across the U.S. and internationally, while supporting training in computer science, 3D design, and visual mathematics education for teachers, serving six school districts by February 2021.

Games for Change will build 21st-century skills by inviting students to make social impact games through the expansion of the G4C Student Challenge, a national game design program that has been adapted to virtual and hybrid learning models, serving 8,000 students by Summer 2021.

Harris County Schools will develop student problem-solving skills through computational thinking by providing computer science courses to 3,200 students in grades 5-12 in Southwest Georgia by Fall 2020.

Hodges University will directly engage and encourage teachers and 2,500 students in grades K-12 in computer science activities to explore computer programming as a problem solving mechanism for community-based issues in Southwest Florida by Fall 2022.

Ithaca City School District will develop mentorship between the local community (business and academia) and its middle schools, impacting 1,200 students by Spring 2021.

Ithaca City School District will expand computer science and digital literacy course offerings to all middle schools in the district, impacting 800 students by Fall 2021.

Kai's Clan will work with various districts to introduce a STEAM toolbox that teachers and students can use to upskill and learn about coding, robotics, augmented and virtual reality, sensors, and physical and virtual environments, serving 2,000 educators by Winter 2021.

Kai's Clan, in collaboration with 21st Century Learning, will provide STEAM toolboxes for 1,000 computer science teachers in partnering schools by Fall 2026, including training webinars and setup support for all new products.

Kansas City Public Schools will provide coding classes for 3,000 students in the Midwest by Fall 2020.

KISS Institute for Practical Robotics, in collaboration with NASA, DELL, and Infosys Foundation, will develop virtual tools for program participants in the United States, serving 40,000 students by Fall 2020.

Lawrence Technological University, in collaboration with Robofest, will provide coding and computer science online workshops in machine learning, AI, and robotics for 300 students in Michigan and other U.S. states by Summer 2021.

Learn2Code.Live will provide professional development and coding classes for 5,000 students and integrate computer science with core subjects nationwide by Fall 2021.

Lord Fairfax Community College will introduce computer science to parents and guardians through family engagement nights in an effort to increase support and positive outcomes for at least 200 students during the 2020-2021 academic year.

Loudoun County Public Schools, in collaboration with Chesapeake Public Schools, Northern Virginia Regional Commission (NVRC), the Loudoun Education Foundation, and CodeVA, will build a K-12 computer science pipeline for 100,000 students by July 2022 to equip them with computational thinking skills and experiential learning experiences.

Metro Nashville Public Schools, in partnership BootUp PD and Amazon as part of the Amazon Future Engineer + BootUp Elementary CS Sponsorships, will bring computer science to more than 1,000 schools across the country through computer science education and teacher professional development for 72 elementary schools in the district, impacting more than 32,844 students by Winter 2021.

Program yoUr Future (PUF) will provide a range of live-instruction, interactive, and online programs for 10,000 5th-12th grade, undergraduate, and graduate students nationwide, preparing them for success and retention within the STEM and Computer Science fields by Fall 2020 .

Riverside Unified School District, in collaboration with University of California Riverside, and in response to COVID-19, will launch a virtual computer science opportunity called "Data Science Academy for Social Good" for 300 students by Spring 2021 to help solve homelessness in its community.

Tennessee Tech University will provide live-streamed computational-thinking,and block-based programming instruction and resources to students and teachers in rural Tennessee school districts, serving 5,000 schools by Summer 2021.

The Center for Cyber Education at Mississippi State University, in collaboration with C Spire, the Mississippi Department of Education, and Mississippi community colleges, will expand the pilot dual-credit, two-year Career and Technical Education Pathway program for software development to over 250 students by Spring 2022.

The Indiana Department of Education will develop and launch a K-5 computer science framework in Indiana, serving approximately 32,000 teachers by Winter 2020.

The Teaching & Learning Collaborative, in collaboration with TECH CORPS, will provide professional development and innovative resources in Ohio, serving 314 teachers by Summer 2021.

The UCLA Computer Science Equity Project, in collaboration with LAUSD Instructional Technology Initiative and Mississippi State University Research and Curriculum Unit, will amplify the experiences and voices of approximately 75 Latinx and African American students in introductory high school computer science courses about their sense of identity, agency, and engagement, the findings of which will be disseminated to teacher organizations, impacting 450 educators by Fall 2021.

UC Davis C-STEM Center will conduct remote professional development in STEAM subjects and computational thinking for 360 plus teachers and pre-service teachers, helping them to learn how to use coding through virtual and hardware robots during the COVID-19 Pandemic, by Spring 2021.

UTeach Computer Science, in partnership with Digital Promise, will award 80+ micro-credentials to K-12 educators demonstrating competency in research-backed instructional strategies for computer science by Summer 2021.

Vidcode will provide free curriculum and online professional development programs for 1,000 middle school computer science teachers nationwide between January and September 2021.

West Tennessee STEM Hub, in collaboration with its industry and educational partners, will provide five professional development sessions directly related to coding or computational thinking to approximately 200 teachers in West Tennessee by Spring 2021.

Westminster College will have computer science undergraduates support 9th grade computer science teachers at five Granite District high schools throughout the 2020-2021 academic year, serving 100 students.

2020 CSforALL Commitments, Regional Breakdown by State

ALABAMA

Alabama Math, and Science and Technology Initiative (AMSTI), in collaboration with Learning Blade and the Auburn University College of Science and Mathematics, will focus on computer science skills for 5,000 students in Alabama by Spring 2021 through the IRON BOWL STEM CHALLENGE.

EdFarm, in collaboration with Birmingham City Schools and Holy Family Cristo Ray, will equip over 300 student fellows, teacher fellows, and interns with innovative technology and strategies during the 2020-2021 school year to create a workforce that is prepared to tackle the challenges of the 21st century, serving 200 school districts by Spring 2021.

CALIFORNIA

AWS Education, in partnership with LAUSD, will provide support for 700,000 students in their district, including IT helpdesk support and a mental health hotline, by establishing five cloud-based contact centers using Amazon Connect by Summer 2021.

CREATE at UC San Diego, in partnership with Code.org's Regional Partnership Program, will provide more coding time opportunities to elementary schools, serving predominantly low-income students from 20 school districts by Fall 2021.

CREATE at UC San Diego, in partnership with Computer Science Teachers Association

San Diego Chapter, will maintain and increase participation of chapter members across San Diego county by focusing on elementary school and community college educators, and hosting virtual events to learn about utilizing artificial intelligence in classrooms outside of computer science, serving 300 teachers by Winter 2022.

CREATE UC San Diego's CS LISTEN project will increase youth participation in computer science in San Diego county by seeking to understand the underlying factors that hinder underrepresented students' engagement in K-12 computing pathways and positioning students from nine high schools, especially those historically underrepresented, in the driver's seat of LISTEN's work to broaden computer science engagement, serving four school districts by Fall 2022.

FLORIDA

Hodges University will directly engage and encourage teachers and 2,500 students in grades K-12 in computer science activities to explore computer programming as a problem solving mechanism for community-based issues in Southwest Florida by Fall 2022.

Miami EdTech, in partnership with STEM Fuse and the Academy for Computer Science Education at FIU, will provide computer science professional development opportunities for 300 Miami-Dade County public school K-12 STEM teachers, focusing on Title I and low scoring professional development schools, serving 300 educators by Summer 2020.

GEORGIA

ButterCup STEAM Camp, in collaboration with Art Is King, will provide STEAMx programming focusing on robotics, coding, and arts/creativity in Georgia, serving 300 students by the end of Summer 2021.

Constellations Center for Equity in Computing, Georgia Tech will provide quality computer science professional development for K-12 educators (in Georgia and other states) with a focus on equity, diversity, inclusion, and culturally responsive pedagogy through two virtual workshops during the academic year (one in the Fall and one in the Spring), with access to resources to enhance classroom instruction, serving 200 teachers by Summer 2022.

Harris County Schools will develop student problem-solving skills through computational thinking by providing computer science courses to 3,200 students in grades 5-12 in Southwest Georgia by Fall 2020.

HAWAII

The Hawaii State Department of Education will develop and implement a statewide K-12 computer science plan and ensure each public high school offers at least one computer science course, serving 179,000 students by Fall 2021.

IDAHO

Idaho STEM Action Center will redesign all computer science programs and initiatives to intentionally focus on equity, by providing 19 computer science professional development workshops to 285 educators by Summer 2021.

Idaho STEM Action Center will redesign all computer science programs and initiatives to intentionally focus on equity by submitting 8 grants to support equity in computer science education for underserved populations, impacting 8,550 students by Summer 2021.

ILLINOIS

Chicago Public Schools will create and implement frameworks for quality in-school and out-of-school computer science programs with the intent of improving equitable access to quality computer science education for underrepresented student populations beginning with 11 schools and roughly 5,500 students, by the Summer 2021.

CSforCHI (Chicago's K-12 computer science education ecosystem leader) will develop a community-led resource for shared terminology as a foundation of their work to empower the Chicago-area ecosystem to have more effective communication, opportunity identification, and collaboration between out-of-school time/informal education organizations, educational partners, and researchers, impacting 100 ecosystem partner organizations by Winter 2021.

University of Illinois at Chicago's Computer Science Department, in collaboration with Break Through Tech, will provide workshops to motivate community college women to

pursue education and careers in STEM in Illinois, serving 100 students by Fall 2021.

INDIANA

Nextech will ensure that they are actively and purposefully inclusive in everything that they do, create, and say by launching the Nextech Techquity Council, an advisory group consisting of Indiana teachers and students, to help their organization and state coalitions get it right in regards to inclusion; equity; accessibility; and diversity, serving at least 10 school districts by Fall 2022.

The Indiana Department of Education will develop and launch a K-5 computer science framework in Indiana, serving approximately 32,000 teachers by Winter 2020.

IOWA

CSEd@UNI will provide formal coursework in computer science and computer science education leading towards the CS Endorsement in the state of Iowa, serving 50 teachers by Summer 2023.

LOUISIANA

NOLA_CODE, in collaboration with K-8 charter schools and youth centers, will teach CS Discoveries and provide inspirational computer science events for 1,500 students in the Greater New Orleans area by Summer 2021.

MAINE

Lewiston Public Schools will complete their K-12 pathway by creating a program for at least 10 percent of high school students to concurrently enroll in college computer science courses, graduating with college credit and industry recognized certifications, impacting 50 students by 2023.

MARYLAND

Maryland Codes, in partnership with the Maryland Center for Computing Education, the Maryland State Department of Education, and Code in the Schools, will expand the impact of their professional learning offerings by offering computer science professional learning to at least 500 K-12 teachers from all Maryland school systems,

including surrounding areas and rural schools, by Summer 2022.

The Iribe Initiative for Inclusion and Diversity in Computing (I4C) at the University of Maryland will offer summer camps and workshops to 500 middle and high school-aged students who identify as female or non-binary and/or Black, Latinx, or Native American in Maryland and Washington, D.C. by June 2021.

The Maryland Center for Women in Computing at the University of Maryland will collaborate with Girl Scouts of Nation's Capital and Rise Up 4 CS to provide workshops in coding basics, app development, game design, cybersecurity, and Advanced Placement Computer Science A (Java) to 600 female middle school and high school students in Maryland and Washington D.C. by June 2021.

MICHIGAN

AccelerateKID® will provide high quality computer science education to 1,000 students in grades K-8 by teaching them the latest in S.T.E.A.M. including computer programming, game design, robotics, and digital arts, in addition to 21st-century skills like storyboarding; teamwork; critical and creative thinking; problem-solving; and presentation skills, all by Summer 2021.

MINNESOTA

CSforAll MN will complete and share Minnesota's first computer science education landscape report during Fall 2020, reaching at least 500 state-level organizations.

CSforAll MN will host listening sessions with 40 representatives of key Minnesota stakeholder groups by Winter 2021 on broadening participation in K-12 computer science education to gather feedback on proposed state computer science education policies, and to share data and information about current and future work to increase student access to and success in computer science education.

MISSISSIPPI

The Center for Cyber Education at Mississippi State University, in collaboration with C Spire, the Mississippi Department of Education, and Mississippi community colleges, will expand the pilot dual-credit, two-year Career and Technical Education Pathway

program for software development to over 250 students by Spring 2022.

MISSOURI

Kansas City Public Schools will provide coding classes for 3,000 students in the Midwest by Fall 2020.

NEW YORK

Mouse.org, in partnership with Google, Code.org, Exploring Computer Science, Games For Change, and Per Scholas, will train 1,000 teachers in K-12 computer science using quality courses and equitable pedagogy in New York, serving 50 school districts by Summer 2021.

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 computer science 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 provide computational thinking and technology workshops to 350 students ages 7 to 21 with autism and learning and emotional disabilities by Fall 2020.

Teq will provide professional development, products, and services to implement computer science education in 1,800 New York City Department of Education individual schools by Summer 2021.

The Robin Hood Foundation will partner with in-service teacher training programs to expand computer science education to all students, and particularly to those student groups that have been underrepresented (accounting for race and gender), impacting 5,000 educators in New York City by Spring 2025.

NORTH CAROLINA

CS4NC/NC ECEP, in co-sponsorship with ECEP, will conduct a statewide virtual Computing Education Summit to inform stakeholders and provide them with strategies for implementation of the NC K-12 CS Standards, serving 75 educators by Spring 2021.

Emerging Entrepreneurs, Inc., in collaboration with the Dynamic Engineering Concepts and the Durham City Council's Participatory Budgeting Grant, will launch the city of Durham's first youth STEM and Startup concept program, hosting as many as 600 area youth with entrepreneurship, coding, LEGO robotics, and drone-flight education by Spring 2021.

OHIO

The Teaching & Learning Collaborative, in collaboration with TECH CORPS, makes a commitment to provide professional development and innovative resources in Ohio, serving 314 teachers by Summer 2021.

PENNSYLVANIA

AIU 3 Mon Valley School will increase equity and accessibility for students with disabilities to learn computing, from basic to advanced skills in computer related fields, and increase their ability to meet current and future job market demands, serving 200 students by Summer 2021.

Carnegie Mellon University will provide professional development, ongoing support, and curriculum for 25,000 in and out educators through novel, world-class, and free of cost computer science education for the classroom, offered through CMU CS Academy (an online, graphics-based computer science curriculum taught in Python), by Fall 2030.

City of Pittsburgh will provide coding and tech training for its employees, impacting 100 families by Winter 2020.

Codelicious, in partnership with NEPA Works' "Coding the Coal Region" project, the Institute for Public Policy and Economic Development, and Penn State Wilkes-Barre, commits to providing 1,000 6th-12th grade students in Northeastern Pennsylvania with access to curriculum and training through a customized CS pathway to meet the workforce needs of the computer programming industry in Northeastern PA by Fall 2021.

Intermediate Unit 1 will host STEM/STEAM student competitions in a virtual format, allowing for more students and teams to participate in competitions like STEM Design Challenge featuring K'Nex (grades 4-8), Powering PGH (grades 5-12), Governor's STEM

Competition (grades 9-12), and Media and Design Competition (grades 5-12), serving 500 students by Summer 2021.

Intermediate Unit 1 will engage students in STEM/STEAM opportunities by conducting Camp Tech for 200 students entering grades 3-8 in the Fall at three to four locations (local colleges and universities) by Summer 2021.

Intermediate Unit 1 will expand Code.org CS Fundamentals professional learning opportunities across the region through the support of their Regional Partner, Allegheny Intermediate Unit, serving 500 educators by Summer 2021.

Intermediate Unit 1 will offer 10 virtual professional development sessions for educators to train them on the use and integration of the lending library tools in their classroom, serving 500 educators by Summer 2021.

Intermediate Unit 1 will support school districts in Washington, Fayette, and Greene counties go through the SCRIPT (Strategic CSforALL Resource and Implementation Planning Tool) planning process where district teams will work to design localized plans for CS implementation centered around creating opportunities for all students to engage in computer science from grades K-12, serving 500 students by Summer 2021.

Intermediate Unit 1 will support school districts in Washington, Fayette, and Greene counties who have undergone the SCRIPT (Strategic CSforALL Resource and Implementation Planning Tool) planning process from the previous school year to provide opportunities for continued professional development and resources and help them reach the specific goals of their respective plans, by Summer 2021.

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, serving 500 educators by Summer 2021.

Propel Schools will create relatable and meaningful STEM career sessions, workshops, and job shadowing experiences for all scholars in grades 9-11 by incorporating the key attributes of future learning from the ReMaking Tomorrow Playbook, serving 700 students by Summer 2022.

STEM Coding Lab will offer coding classes on HTML/CSS and Scratch to elementary age students during the summer months serving 50 students by Summer 2021.

The Allegheny Intermediate Unit will host two virtual cohorts of Code.org's Professional Learning Program during the 2020-2021, mitigating geographic barriers for teachers, and supporting them in implementing computer science at the secondary level in a remote setting, serving 50 educators by Summer 2021.

The Allegheny Intermediate Unit, in collaboration with CMU's CS Academy, will create and publish a series of resources aimed at supporting computer science instruction in remote and virtual settings, serving 400 educators by Summer 2021.

OKLAHOMA

Tulsa Regional STEM Alliance, in collaboration with CSforOK, will provide computer science professional development to at least 300 teachers in Oklahoma by Winter 2021.

TENNESSEE

Metro Nashville Public Schools, in partnership BootUp PD and Amazon as part of the Amazon Future Engineer + BootUp Elementary CS Sponsorships, will bring computer science to more than 1,000 schools across the country through computer science education and teacher professional development for 72 elementary schools in the district, impacting more than 32,844 students by Winter 2021.

Shelby County Schools, in collaboration with BootUp PD and Amazon, as part of the Amazon Future Engineer + BootUp Elementary CS, will bring computer science to schools across the county by funding computer science education and teacher professional development for 41 elementary schools in the district, impacting more than 5,500 students by Summer 2023.

Tennessee STEM Innovation Network, in collaboration with the Tennessee Department of Education, will train Tennessee teachers on how to integrate the state's K-8 computer science standards into everyday classroom instruction, serving 1,000 teachers by Summer 2021.

Tennessee Tech University will provide live-streamed computational-thinking, and block-based programming instruction and resources to students and teachers in rural Tennessee school districts, serving 5,000 schools by Summer 2021.

The University of Memphis Department of Computer Science will offer a Creative Game

Design Workshop in order to provide 20 local high school students in Memphis and surrounding areas the opportunity to gain early exposure to programming by Summer 2021.

West Tennessee STEM Hub, in collaboration with its industry and educational partners, will provide five professional development sessions directly related to coding or computational thinking to approximately 200 teachers in West Tennessee by Spring 2021.

Xposure STEM, in partnership with Popfizz Computer Science, will expose 250 students and families from low income communities in middle Tennessee to computer science by the end of Summer 2021 through the implementation of quarterly computer science workshops and outreach events.

TEXAS

Aldine ISD, in collaboration with Rice University Mathematics Project, Microsoft TEALS, CMU CS Academy, Amazon Future Engineer, BootUp PD, and the National Math & Science Initiative, will provide computer science professional development to over 300 educators and expand computer science to students in grades K-12 in Texas, serving 67,000 students by Summer 2024.

Dallas ISD, in collaboration with Amazon Future Engineer and BootUp PD, will provide professional development workshops for 75,000 elementary students in Texas by Spring 2022.

The National Math and Science Initiative will help 50 Texas high schools launch and scale AP Computer Science Principles courses by Summer 2023, as part NMSI's Lonestar Computer Science Project, by providing teachers with professional development, leadership training, counselor training through our partner C4C, and school-level support and student resources to support greater access and achievement in equitable computer science instruction.

Vijay Computer Academy will build the next generation of female digital talent through computer science education programs by offering free coding clubs to 500 girls in grades 3-12 by Summer 2021.

Youth Code Jam will equip 50 Title 1 schools in Texas with English and Spanish coding activities, aligned to the TEKS standard, and designed for family engagement and classroom use, impacting 350 students by Winter 2021.

Youth Code Jam will provide 300 teachers with access to free continuing education courses related to computer literacy, computational thinking, and inclusion of neurodiverse students by Winter 2021.

UTAH

Westminster College makes a commitment to have computer science undergraduates support 9th grade computer science teachers at five Granite District high schools throughout the 2020-2021 academic year, serving 100 students.

VIRGINIA

CodeVA, in collaboration with Amazon Future Engineer as funding partner, will create free curriculum, and to design, pilot, and scale programs for 500,000 students in support of sustainable computer science literacy ecosystems in Virginia schools, with an initial focus on Title I and economically disadvantaged schools and divisions, for the next three years.

CodeVA, in collaboration with National Science Foundation as funding partner, will publish an integration guide and grade-level toolkits for 132 teachers and school division leaders by Summer 2021 to support Virginia's computer science K-8 standards mandate for all students.

Lord Fairfax Community College will introduce computer science to parents and guardians through family engagement nights in an effort to increase support and positive outcomes for at least 200 students during the 2020-2021 academic year.

Loudoun County Public Schools, in collaboration with Chesapeake Public Schools, Northern Virginia Regional Commission (NVRC), the Loudoun Education Foundation, and CodeVA, will build a K-12 computer science pipeline for 100,000 students by July 2022 to equip them with computational thinking skills and experiential learning experiences.

WISCONSIN

Marquette University will explore relationships with all organizations across the state of Wisconsin who help provide entry points into K-12 computer science pathways by actualizing a CSforWI group that will collaboratively write a 2021 CSforWI commitment that closes the gap in providing computer science for all Wisconsin students, serving 450 school districts by Spring 2021.

WYOMING

BootUp, in collaboration with the Wyoming Department of Education and American Institutes for Research, will develop free, interest-driven coding projects and lesson plans for three Wyoming school districts on the Wind River Reservation, preserving their traditions and designing lessons in a culturally relevant way, impacting 28 educators by Summer 2022.

MULTIPLE STATES

Code Nation will provide coding courses, workplace experiences, and industry mentorship with a focus on equity and representation for 1,200 students across New York City, Chicago, and the Bay Area by Summer 2021.

Digital Harbor Foundation, in partnership with Baltimore City Recreation and Parks and the City of Pittsburgh's CitiParks, will create computer science program offerings in four community rec centers through an expansion of innovation Rec-to-Tech programs, serving 240 students by Fall 2020.

Games for Change will build 21st-century skills by inviting students to make social impact games through the expansion of the G4C Student Challenge, a national game design program that has been adapted to virtual and hybrid learning models, serving 8,000 students by Summer 2021.

JWC Consultants, LLC will support public and private schools and school districts in the creation of PK-12 computer science pathways that offer computer science opportunities for all students in 20 districts throughout Colorado, Utah, and Alabama by Summer 2021.

Lawrence Technological University, in collaboration with Robofest, will provide coding and computer science online workshops in machine learning, artificial intelligence, and

robotics for 300 students in Michigan and other U.S. states by Summer 2021.

Lord Fairfax Community College will facilitate virtual educational events in general technology, computer science, and cybersecurity for 200 girls of all General Schedule (U.S. civil service pay scale) levels by Summer 2022.

Robotics Education & Competition Foundation will start and expand teams at state schools for the deaf and hard of hearing in Texas, California, Montana, Idaho, Washington, Alaska, Oregon, and Pennsylvania for 500 students by Summer 2022, following the successful model they started in 10 southern states.

Sphero will work with business and school partners to donate product, registrations for Sphero Global Challenge competitions, teacher training, and devices to underprivileged schools in 10 cities during the 2020-2021 school year.

The AI4K12 Initiative will ensure equitable access for all students by conducting a workshop for state departments of education (DOEs), forward-looking school districts, and ECEP Alliance state leaders, to develop plans to implement K-12 artificial intelligence education, serving 100 school districts by Summer 2022.

NATIONWIDE

Afterschool Alliance will publish new findings on the availability of computer science activities in afterschool programs as part of their 2020 America After 3PM survey, serving policy makers and benefiting the 10+ million students in afterschool programs across the country by Summer 2021.

AI For Teachers will change the fundamental understanding of artificial intelligence in society by providing classroom resources, online tools, professional development, community support, and an educator spotlight for teachers using artificial intelligence in their K-12 classrooms and informal learning spaces, with the goal of reaching 100,000 teachers by Fall 2025.

AWS Educate will provide 5,000 high school students and 500 educators a free introduction, including hands-on activities, to cloud computing concepts like virtual computing, artificial intelligence, machine learning, and virtual reality, as well as free student AWS Educate Starter Accounts and free flexible facilitator guides to integrate

cloud concepts into existing curricula, all by Fall 2021.

Blackbird Code will support five Title 1 middle schools that serve mostly students of color, to establish a computer programming elective course by offering professional development to teachers and free access to its online learning platform for as long as the elective courses are offered, serving at least 100 students by Fall 2021.

BootUp PD, in partnership with Amazon, will bring computer science education to more than 1,000 schools in underserved and underrepresented communities across the United States through Amazon's "Amazon Future Engineer" program, by providing 3 years of ongoing professional development, coaching, and curriculum at no cost by Summer 2022.

ChickTech will provide virtual, hands-on STEM and technical focused programming for 2,000 young womxn (college and high school age) nationally by Summer 2021, fostering supportive community and STEM career development opportunities, and broadening the pipeline of underrepresented youth into these career pathways.

Code for Fun will launch an educational website (HackHighSchool) to give 1,000 high school students by Summer 2025 the opportunity to perfect their coding skills using project-based learning.

Code.org will expand access to computer science education through free K-12 curriculum and tools to reach an additional 10 million students worldwide, creating accounts on the Code.org platform, by Winter 2021.

Code.org will provide a professional learning program and to partner with a network of regional organizations to prepare 4,000 teachers in the U.S. to teach computer science in 2021.

CodeHS will launch a new fellowship program focused on supporting Black computer science teachers and students in the United States through virtual events and discussions, free professional development courses and workshops, CodeHS Pro sponsorships, classroom resources, and networking opportunities, impacting 100 educators by Fall 2021.

CODEMOJI will provide coding classes and online curriculum in the Northeast, serving 250,000 students by Fall 2021.

CodeMonkey will provide virtual professional development sessions to train and empower 500 educators to teach computer science by Summer 2021.

CoderZ, in partnership with Amazon Future Engineer, will provide coding and robotics instruction to 150,000 students over the next 12 months by offering free access to its virtual robotics platform for up to 1,000 teachers working in Title I schools across the U.S. by Summer 2021.

CoderZ, in partnership with the Intelitek STEM and CTE Education Foundation, will empower traditionally underserved communities with better access to STEM, coding, and robotics by creating the CoderZ League, a global virtual robotics competition, available to Title I schools at a 40 percent discount off the standard registration, impacting 1,000 school districts by Spring 2021.

Create & Learn will teach live coding classes online in the United States by offering the broadest selection of data and computer science curriculum for K-12 students, and bringing in expertise and best practices for teacher onboarding and professional development, serving 1,000 students by Fall 2021.

CYBER.ORG will develop a set of K-12 cybersecurity learning standards that can be used in schools and districts around the country to ensure that all students have a foundational understanding of cybersecurity and the skills and knowledge they need to pursue a cyber-related career, made available for adoption by all 50 states by August 2021.

Digital Promise will provide a growing, open hub for research practitioner partnerships that address equity in computer science and computer technology at scale, and produce tools and resources that are freely open to all existing and new partners, including its forthcoming science-based computer technology for NGSS toolkit as well as a K-12 CT Pathways toolkit, all of which will impact over 40,000 students by Spring 2021.

Expanding Computing Education Pathways (ECEP) Common Metrics project will facilitate the collaborative development of a framework for monitoring progress on broadening participation in K-16 computer science (CS) education, laying the foundation for a national shared data effort that initially serves 22 states and Puerto Rico by Fall 2021.

Girl Scouts of the USA will create STEM content for the Girl Scouts at Home microsite and conduct several live events in order to reach 100,000 girls by Summer 2021.

GirlsComputingLeague will support emerging computer science education for low-income students in 1,000 educational centers across the U.S. by Winter 2021, by providing internet access, technology, teacher professional development, and coding club support.

Kai's Clan will work with various districts to introduce a STEAM toolbox that teachers and students can use to upskill and learn about coding, robotics, augmented and virtual reality, sensors, and physical and virtual environments, serving 2,000 educators by Winter 2021.

KISS Institute for Practical Robotics, in collaboration with NASA, DELL, and Infosys Foundation, will develop virtual tools for program participants in the United States, serving 40,000 students by Fall 2020.

Learn2Code.Live will provide professional development and coding classes for 5,000 students and integrate computer science with core subjects nationwide by Fall 2021.

Microsoft and the TEALS Program, in partnership with CSforALL, CSTA, NCWIT, and Code.org will build sustainable and diverse computer science programs by developing a Guide to Inclusive Computer Science Education for schools, serving 625 individual schools by Fall 2022.

Nuevo Foundation, in collaboration with Bea Gandica, will provide coding workshops, virtual sessions, and mini conferences in STEM education for 5,000 students in the Pacific Northwest by Fall 2022.

Popfizz Computer Science will provide free online professional development courses for at least 500 computer science teachers nationwide in a variety of topics between Summer 2020 and Summer 2021.

Program yoUr Future (PUF) will provide a range of live-instruction, interactive, and online programs for 10,000 5th-12th grade, undergraduate, and graduate students nationwide, preparing them for success and retention within the STEM and Computer Science fields by Fall 2020.

Project Lead The Way will foster career confidence in more than 15,000 students through exposure to the real-world stories of a diverse group of computer science professionals in the new Career Connections section of their newly updated courses, PLTW Computer Science A and Computer Science Principles, by Spring 2021.

STEM Next Opportunity Fund in collaboration with the Charles Stewart Mott Foundation, Intel Foundation, Gordon and Betty Moore Foundation, Qualcomm Incorporated, and Lyda Hill Philanthropies' IF/THEN She Can initiative, launched Million Girls Moonshot, a new national afterschool STEM Equity movement to increase access and opportunity to high-quality, hands-on computer science, engineering, and STEM experiences in all 50 states by empowering 1 million girls, youth of color, and young people living in poverty with an engineering mindset by 2025.

Techbridge Girls will share their computer science lessons, embedded in their curriculum for elementary and middle-school aged girls from low-income communities with schools, community-based organizations, and one-day STEM conference venues, across the U.S., serving 10,000 students by Spring 2022.

TechGirlz will provide free in-person and virtual technology workshops for 5,500 girls across the U.S. by Spring 2021.

The Bay Area Youth Computer Science Council, in partnership with Learningtech.org, will host inclusive computer science education events targeted at middle and high school students from under-resourced communities by organizing at least six virtual speaker and hackathon events to increase access and equity in computer science education, impacting approximately 500 students by September 1, 2021.

The Beauty and Joy of Computing (BJC) will provide support for our project colleagues at the New York City Department of Education and at North Carolina State University by updating our professional development programs aligned to the 2020 AP CSP framework, serving 5,000 students by Fall 2020.

The Beauty and Joy of Computing project will provide online professional development and small group support for over 100 teachers in the 2020-2021 school year.

The Congressional App Challenge will leverage the power of Congress to inspire a diverse generation of future computer science professionals across the United States,

serving 10,000 students and 1,000 educators by Spring 2021.

The Quorum programming language group will develop an accessible suite of data science tools for 100,000 students for use in data analysis and making analysis results accessible to screen reader users by December 31, 2021.

The Reboot Representation Tech Coalition will make targeted investments in the overlooked programs and institutions that make education and careers in computing equitable for underrepresented women of color with the goal of doubling the number of Black, Latina, and Native American women graduating with computing degrees by 2025.

The UCLA Computer Science Equity Project, in collaboration with LAUSD Instructional Technology Initiative and Mississippi State University Research and Curriculum Unit, will amplify the experiences and voices of approximately 75 Latinx and African American students in introductory high school computer science courses about their sense of identity, agency, and engagement, the findings of which will be disseminated to teacher organizations, impacting 450 educators by Fall 2021.

UC Davis C-STEM Center will conduct remote professional development in STEAM subjects and computational thinking for 360 plus teachers and pre-service teachers, helping them to learn how to use coding through virtual and hardware robots during the COVID-19 Pandemic, by Spring 2021.

UTeach Computer Science, in partnership with Digital Promise, will award 80+ micro-credentials to K-12 educators demonstrating competency in research-backed instructional strategies for computer science by Summer 2021.

VHS Learning, in partnership with the National Math and Science Initiative (NMSI), will expand opportunity within the field of computer science and help close the education gap by supporting enrollments for 150 high school students from five rural school districts across the United States in AP Computer Science Principles, at no direct cost to the students or their school systems, by Spring 2021.

Vidcode will provide free curriculum and online professional development programs for 1,000 middle school computer science teachers nationwide between January and September 2021.

WeTeach_CS, in collaboration with the ECEP Alliance, will launch a national expansion

of the strategies for effective and inclusive computer science teaching online courses in 20 ECEP states through their Scaling Inclusive Pedagogy (ScIP) project, focused on improving equity and inclusion in their computer science courses, serving up to 700 K-12 educators, by August of 2021.

INTERNATIONAL

CTA, in partnership with Polyup, will empower a global community of creative problem solvers and computational thinkers while addressing declining math and STEM scores in an equitable, accessible, scalable, and sustainable way by expanding events called "challenges" for K-12 districts across the U.S. and internationally, while supporting training in computer science, 3D design, and visual mathematics education for teachers, serving six school districts by February 2021.

Girls Who Code will bring the tech industry one step closer to gender parity by bringing 6,000 high-school aged girls—half being Black, Latinx, or low-income—into their signature virtual computer science program in Summer 2021.

IPC Systems will engage youth in opportunities to learn about and pursue technology based education and careers through 7+ professional development workshops, which will engage 140+ students across IPC locations by Summer 2021.

Kids Coding will partner with an organization that is interested in collaborating on a research opportunity in low-and-middle-income-countries (LMIC), to strengthen mentoring and develop best practices, as well as learn, motivate, train, and teach children between the ages of 6 and 17 to understand the concept of computer coding, serving 1,000 students by Winter 2022.

Veracity House ICT Solutions, in partnership with the ExCITE project BJC and Birdbrain Technologies, will reduce the digital divide and to promote computational thinking in Africa, starting from Lagos Nigeria, through continued advocacy of design-based pedagogy for the delivery and learning of STEM education, with coding and creative robotics, impacting 10,000 schools by Winter 2022.