

2020 CSforALL Commitments - Regional Breakdown

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.

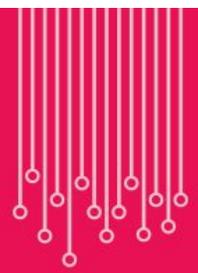
AI For Teachers will change the fundamental understanding of artificial intelligence in society by providing classroom resources, online tools, professional development, community support, and an educator spotlight for teachers using artificial intelligence in their K-12 classrooms and informal learning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

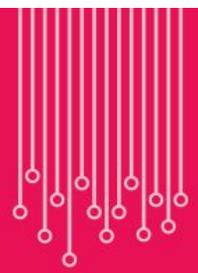
CodeHS will launch a new fellowship program focused on supporting Black computer science teachers and students in the United States through virtual events and discussions, free professional development courses and workshops, CodeHS Pro sponsorships, classroom resources, and networking opportunities,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

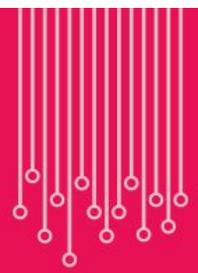
Nuevo Foundation, in collaboration with Bea Gandica, will provide coding workshops, virtual sessions, and mini conferences in STEM education for 5,000 students in the Pacific Northwest by Fall 2022.

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.

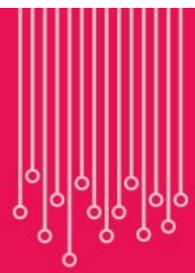
The Beauty and Joy of Computing (BJC) will provide support for our project colleagues at the New York City Department of Education and at North Carolina State University by updating our professional development programs aligned to the 2020 AP CSP framework, serving 5,000 students by Fall 2020.

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.