

# NATIONAL GIRLS COLLABORATIVE PROJECT

Advancing the Agenda in Gender Equity  
for Science, Technology, Engineering, and Mathematics

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## Resources



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### Resources

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### Research Based Strategies

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### Relevant Links

### Informal Learning Resources (page 2 of 2)

- **The Gender Chip Project**

<http://www.genderchip.org/>

The Gender Chip Project offers a documentary and companion materials designed to assist teachers, parents and mentors who are encouraging girls to the pursue careers in science, technology, engineering and mathematics. The Gender Chip Project documentary film was created to provoke dialogue, awareness and action among viewing participants about the issues surrounding women staying in science and technology fields. Companion resources to help guide discussion following screenings of the Gender Chip Project documentary, and give a broader context to the challenges women face in STEM fields. Materials include The Gender Chip Project film, classroom curricula, and the workshop toolkit.

**Grade Level:** 5-9

**Cost:** Curricula and toolkit available for download or hard copies for nominal fee, DVD/VHS is \$89 for K-12 and informal education groups

**Format:** Video (required), downloadable and/or print materials

**Setting:** after school or classroom

- **GEMS: Girls Excelling in Math & Science**

<http://www.gemsclub.org/index.html>

The GEMS (Girls Excelling in Math and Science) club was started in 1995 by Laura Reasoner Jones, a teacher and parent of two school-age daughters. She heard her daughter say she didn't want to go to a magnet school because "Math is hard." The GEMS club meets every for 6-8 after-school sessions. Groups of 15-20 girls spend an hour to an hour and half after school exploring math, science, and technology activities that are outside the scope of the standard school curriculum. Guest speakers come to explain their careers, and GEMS alumnae (once in high school) return to demonstrate advanced principles. Curriculum activities were developed in partnership with the American Society of Mechanical Engineers.

**Grade Level:** 5-6

**Cost:** Program resources are available to download for free

**Format:** Downloadable implementation guide and activity sheets with leaders notes.

**Setting:** After-school in groups of 15-20

- **Design Squad**

<http://pbskids.org/designsquad/parentseducators/>

Borrowing from the hugely popular reality competition format, DESIGN SQUAD is aimed at kids and people of all ages who like reality or how-to television. The goal is to get viewers excited about engineering! Over 13 episodes, eight high school contestants tackle engineering challenges for an actual client—from building a machine that makes pancakes to a "summer sled" for LL Bean. Companion materials provide tools to bring engineering to life for kids aged 9-12. The Educator's Guide has four units, divided into 10 engaging, hands-on challenges that emphasize teamwork and creative problem solving. The Event Guide has 5 hands-on engineering challenges, colorful signs and certificates of appreciation, an event checklist, tips for working with kids and volunteers, and an evaluation form. Cost: Download program materials for free or order hard copies

**Grade Level:** 4-7

**Format:** Downloadable or print booklets

**Setting:** Suitable for after-school groups or classroom settings, event guide for large groups

- **National Center for Women & IT (NCWIT) Outreach in a Box** <http://www.ncwit.org/practices.box.out.html>

Outreach-in-a-Box includes everything you need for an IT professional to prepare for and deliver an engaging presentation for middle school age kids -- including a presentation, hands-on robotics activity, and program guide for how to use the materials. The materials are positioned from both the perspective of the guest speaker and the program leader. All of the materials are available for download. The kit

includes Powerpoint slides, hands-on activities, guides for implementation and a leave-behind brochure.

**Grade Level:** 5-8

**Cost:** Free to download

**Format:** Downloadable PDF

**Setting:** After-school group or classroom

- **The FunWorks Digital Library**

<http://www.thefunworks.org/>

The FunWorks is a digital library of career exploration resources for youth ages 11-15. The FunWorks provides "real world" experiences and uses children's current interests and passions, such as music and sports, to help them explore exciting, future careers in science, technology, engineering and mathematics (STEM). The site was designed \*for\* and \*by\* children - over 300 young people have participated in the design and launch of this one-of-a-kind collection, from the initial concept to design, usability testing and launch. The collection also serves as a resource for in-school and after school educators, career and guidance counselors, parents and families. The FunWorks is a collection of science, technology, engineering, and mathematics (STEM) career education resources, which was designed for and with students in the middle grades. The information is searchable by keyword, or by browsing an alphabetical listing of 15 classifications. A variety of STEM professions are highlighted, including careers in Earth science. Individual resources include activities, games, and reference material.

**Grade Level:** 6-10 (ages 11-15)

**Cost:** Free

**Format:** Web-based exploration activities for kids

**Setting:** Individual exploration

- **Rosie's Girls Summer Program**

<http://www.rosiesgirls.org/>

The Rosie's Girls® Summer Program is a three week camp for early adolescent girls that encourages participants to develop and strengthen their capacities and confidence and helps them expand their perception of the range of educational and career options that are attainable. Using a unique, holistic approach, Rosie's Girls combines hands-on instruction in the skilled trades with a broad array of other activities explicitly designed to encourage girls to develop their own strength, power and confidence in an atmosphere that is fun, supportive, and positive.

The goals of the Rosie's Girls Summer Program are:

- To increase girls' self-efficacy and self-confidence,
- To expose girls to a variety of STEM fields and careers, and
- To encourage participants (and the adults in their lives and communities) to challenge the expectations our society has for girls and women.

**Grade Level:** 6-8

**Cost:** Free resources on Web site; replication materials/licensing available for a fee

**Format:** Rosie's Girls curriculum, Complete Administration Material, Evaluation Tools, Technical support, Access to the national network of Rosie's Girls Summer Program providers

**Setting:** Summer camp program

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