



## **Spring Technology Awareness Workshop Impact Summary**

In May 2017, Maydm worked with students from the Boys & Girls Club Dane County to increase technical skills through interactive projects. Maydm led two Awareness Program days at the Allied Family Center and Taft Boys and Girls Club locations.

At the Allied and Taft locations, students were split into two age groups; 1st-2nd grade and 3rd-5th grade:

- At the Allied Family Center, Maydm led two 45-minute interactive projects with the 1st-2nd grade group and five 45-minute interactive projects with the 3rd-5th grade.
- At the Taft location, Maydm lead three interactive projects with the 1st-2nd grade. Maydm also led three interactive projects with the 3rd-5th grade.

## **IMPACT**

### **Symbols & Software: 1st- 2nd graders**

**GOALS:** *Increase exposure to common user interface symbols. Assess pre and post levels of recognition of symbols with correct verbal response. Create connection between coding and symbols through Swift Playground*

For the 1st-2nd graders, 25% of the students at the Allied Family Center had previous knowledge of the technical symbols that were used (i.e. WiFi, hyperlink, database). After their experiences with Maydm, 49% of students demonstrated knowledge of these technical icons. At the Taft location, 52% students had knowledge of technical language prior to interacting with Maydm. After their experiences with Maydm, 86% of students indicated understanding of concepts. Overall, for the younger sessions, Maydm's interactive projects displayed an overall 60% acquisition in improving technical knowledge after instruction.

### **World of Websites: 3rd- 5th graders**

**GOALS:** *Expose student to the back-end of websites, modify code and introduce students to HTML & CSS programming languages*

For the 3rd-5th graders, 15% of the students at the Taft location had previous knowledge of the web programming basics. After their experiences with Maydm, at least\* 30% of the students demonstrated an understanding of different languages used in web design. Overall, for these sessions, Maydm's interactive projects indicated at least an overall 50% increase in knowledge acquisition.

\*Data shows a higher acquisition of content, however, some students used other IDs (school IDs) instead of the one provided for Maydm use. Allied program was done in pairs and some students used their partner's ID for the post survey..