Computer Science Grants

- 1. Purpose: Creation of the computer science and education grant program to support the following three purposes: Train and credential teachers in computer sciences; provide and upgrade technology needed to learn computer science; and, for computer science frontiers grants to introduce students to and engage them in computer science. The Districts/Schools/Skill Centers/Educational Service Districts that demonstrate readiness (as identified above), non-profit organizations in partnership with a school district, school, or Educational Service District, institutions of higher education in partnership with a school district, school, or Educational Service District, and institutions of higher education can apply to train and credential teachers in computer science.
- 2. Description of services provided: Grants provided for the purpose of introducing students to computer science are intended to support innovative ways to introduce and engage students from historically underrepresented groups, including girls, low-income students, and minority students, to computer science and to inspire them to enter computer science careers.
- 3. Criteria for receiving services and/or grants: Schools Grant funds for the computer science and education grant program may be expended only to the extent that they are equally matched by private sources for the program, including gifts, grants, or endowments. Engagement of underserved student populations is emphasized. Underserved student populations include: (1) economically disadvantaged students, (2) students from major racial and ethnic groups, (3) students with disabilities, (4) students with limited English proficiency (the federal term), (5) girls, and (6) students in alternative education.

Beneficiaries in 2017-18 School Year:

# of School Districts:	17
# of Schools:	82
# of Students:	≅117,802
Other:	ESD 113, ESD 112, ESD 101, ESD 121, Academy for Precision Learning, Greater Seattle Techbridge, Washington State University Tri-Cities

# of OSPI staff associated with this funding (FTEs):	00
# of contractors/other staff associated with this funding:	00

FY18 Funding:	State Appropriation:	\$1.0 million
	Federal Appropriation:	\$0.0
	Other fund sources:	\$0.0
	TOTAL (FY18)	\$1.0 million

4. Are federal or other funds contingent on state funding? If yes, explain. Yes. \$1,000,000 of the general fund – state appropriation for fiscal year 2018, \$1,000,000 of the general fund – state appropriation for fiscal year 2019

5. State funding history:

Fiscal Year	Amount Funded	Actual Expenditures
FY18	\$1,000,000	\$959,112
FY17	\$1,000,000	\$986,885
FY16	\$1,000,000	\$987,900

6. Number of beneficiaries (e.g., schools, students, districts) history:

Fiscal Year	# of Schools/Districts
FY18	# of School Districts: 17
	# of Schools: 82
	# of Students: ≅117,802
	Other: ESD 113, ESD 112, ESD 101, ESD 121, Academy for
	Precision Learning, Greater Seattle Techbridge, Washington
	State University Tri-Cities
FY17	# of School Districts: 13
	# of Schools: 106
	# of Students: 184,775 +(≅320,000)
	Other: ESD 101, ESD 112, ESD 123, ESD 171, ESD 189,
	Greater Seattle Techbridge
FY19	# of School Districts: 19
	# of Schools: 66
	# of Students: 50,000+(≅110,000)
	Other: ESD 123, ESD 114, ESD 101, ESD 112, Washington
	FIRST Robotics, Washington Technology in Education Trust,
	Whitworth University

- 7. Programmatic changes since inception (if any): None
- 8. Evaluations of program/major findings: Final Reports are due August 1, 2018
- 9. Major challenges faced by the program: The major challenge faced is the issue of equity in regards to requiring matching funds. While larger urban districts were able to secure matching funds and quickly, small districts from rural areas did not have the ability to do so. The matching fund expectation sets up an inequity in who received awards.
- 10. Future opportunities: The future holds great promise, an additional \$1,000,000 of the general fund– state appropriation for fiscal year 2019, will continue to expand computer science education across the state.
- 11. Statutory and/or Budget language:

Budget Proviso: SSB 5883 Section 501(35) - \$1,000,000 of the general fund--state appropriation for fiscal year 2018 and \$1,000,000 of the general fund-state appropriation for fiscal year 2019 are provided solely for the computer science and education grant program to support the following three purposes: train and credential teachers in computer sciences; provide and

upgrade technology needed to learn computer science; and for computer science frontiers grants to introduce students to and engage them in computer science. The office of the superintendent of public instruction must use the computer science learning standards adopted pursuant to chapter 3, Laws of 2015 (computer science) in implementing the grant, to the extent possible. Additionally, grants provided for the purpose of introducing students to computer science are intended to support innovative ways to introduce and engage students from historically underrepresented groups, including girls, low-income students, and minority students, to computer science and to inspire them to enter computer science careers. Grant funds for the computer science and education grant program may be expended only to the extent that they are equally matched by private sources for the program including gifts, grants, or endowments.

12. Other relevant information: None

13. List of schools/districts receiving assistance: See OSPI website.

14. Program Contact Information:

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