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, 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: 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 (NCLB, 2001).
- 4. Beneficiaries in 2016-17 School Year:

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 Tech

Bridge

of OSPI staff associated with this funding (FTEs): 0 # of contractors/other staff associated with this funding: 0

FY 17 Funding: State Appropriation: \$1,000,000

Federal Appropriation: \$0 Other fund sources: \$0

TOTAL (FY17) \$1,000,000

- **5. Are federal or other funds contingent on state funding? If yes, explain.** In order to receive state funds, grantees must provide matching funds from private sources.
- **6. First year funded:** FY16
- 7. State funding history:

Fiscal Year	Amount
FY16	\$1,000,000
FY17	\$1,000,000

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

Fiscal Year	# of Schools/Districts	
FY16	# 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	
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 Tech	
	bridge	

- 9. Average and range of funding per beneficiary, 2016-17 school year: The average amount of funding received per school district was \$49,957.00, with a range of \$1,500.00 (Columbia School District #206) to \$221,911.00 (ESD101). The average amount funded per student served in the program was \$3.12.
- 10. Programmatic changes since inception (if any): None
- **11. Evaluations of program/major findings:** Final Reports are due August 15, 2017
- **12. 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.
- **13. Future opportunities:** The future holds great promise, an additional \$1,000,000 of the general fundstate appropriation for fiscal year 2018 and 2019, will continue to expand computer science education across the state.
- 14. Statutory and/or Budget language:

Budget Proviso: ESSB 6052 – 501 (42) \$1,000,000 of the general fund – state appropriation for fiscal year 2016 and \$1,000,000 of the general fund – state appropriation for fiscal year 2017 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 Substitute House Bill No. 1813 (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 inspire them to enter computer science careers. Grant funds for the computer science and education grant program may be expended only to extent that they are equally matched by private sources for the program, including gifts, grants, or endowments.

15. Other relevant information: None

16. Program Contact Information:

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