2022 Legislative Report

Computer Science Grant Program

Submitted to:
The Colorado General Assembly

By:
The Colorado Department of Education

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Introduction

Grant History

The Colorado General Assembly initiated the Computer Science Education Grant Program in 2019 upon the passage of House Bill 19-1277, with an appropriation of $250,000 for FY 2019-20. Administered by the Colorado Department of Education (CDE), the Computer Science Education Grant (CSEG) Program is a state-funded program designed to provide funding to increase enrollment or participation of traditionally underrepresented students in computer science through educational activities. Funding must be used for one or more of the following:

- Increasing student access;
- Increasing student awareness;
- Implementing outreach; or
- Improving learning spaces.

Additionally, this program was designed with a priority focus on traditionally underrepresented students in computer science education activities which includes addressing gaps in:

- Gender access;
- Race and ethnicity access;
- Students receiving special education services or programs;
- Students who are English language learners; and
- Students who are eligible for free or reduced-cost lunch.

The legislation requires that CDE submit an annual report to the education committees of the Senate and House of Representatives of the Colorado General Assembly annually by January 1, detailing the following:

- The total number of all computer science education activities, with a description of the computer science programs and the computer science curriculum covered;
- The total number of students who are enrolled in the computer science education activities offered by the grant recipient, and disaggregated based on:
    - Gender;
    - Race and ethnicity;
    - Students receiving special education services or programs;
    - Students who are English language learners; and
    - Students who are eligible for free or reduced-cost lunch.
- The number of students who enrolled in the computer science education activities offered by the grant recipient and took an end-of-course advanced placement exam; and
- The number of students who enrolled in the computer science education activities offered by the grant recipient and scored three or above on an end-of-course advanced placement exam.

Fiscal Year 2021-22 Summary

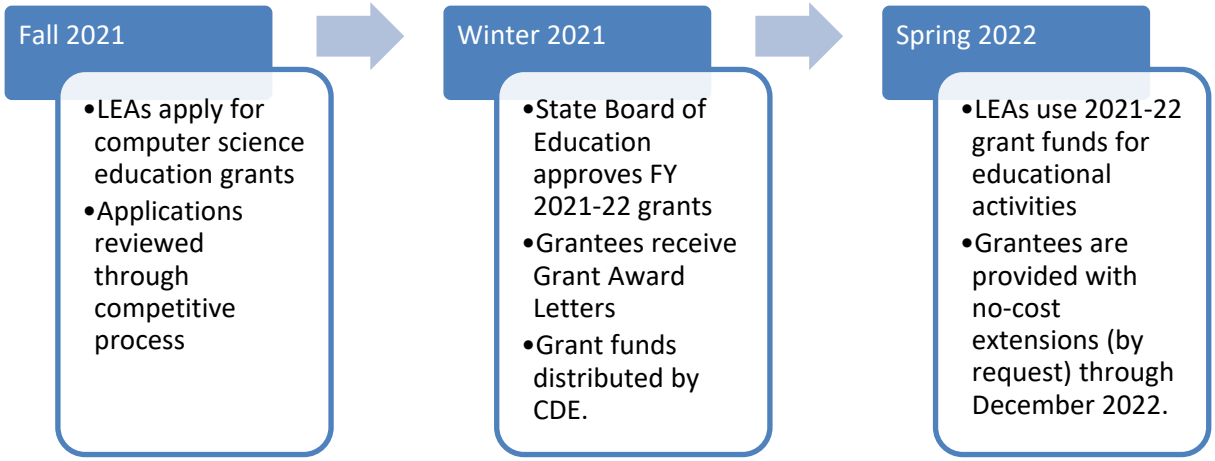
Due to COVID-19 budget constraints and disruptions, this was the first year of implementation for this grant program. Funding for the 2020-21 fiscal year was withheld by the Colorado General Assembly. The legislature reappropriated $250,000 to administer the grant program during the 2021-22 school year.

Implementation of this grant program was complicated by the continuation of the COVID-19 pandemic during the 2021-22 fiscal year. The continued disruption to in-person learning, staff shortages, and recovery from learning loss slowed a portion of the educational activities grantees originally had planned. Due to these challenges, the grantees of this program were provided with a no-cost extension, upon request, which allowed grantees to spend fiscal year 2021-22 funds through December 2022. A no-cost extension extends the project period beyond the original project end date, and as the phrase "no cost" suggests, there is no additional funding. Therefore, this report contains many projections associated with the number of activities to be implemented and students to be served as not all end of year reporting was received prior to this report being drafted and submitted. The legislature has not appropriated additional funds past the 2022-23 school year.

Timeline

For the 2021-22 fiscal year, the application and distribution of grant funds were completed in fall 2021 and spring of 2022. Grantees originally had the opportunity to expend funds through September 30, 2022. Due to the impacts of the COVID-19 pandemic, grantees were provided a no-cost extension based upon request and need, meaning they could expend funds through December 31, 2022. Diagram 1 below illustrates the CSEG grant funding cycles through the 2021-22 fiscal year.

DIAGRAM 1: Historic Grant Timelines



Eligibility

Local education agencies (LEAs) that participated in the CSEG grant program were eligible to receive up to $10,000 each to provide programming opportunities in computer science. These funds could be used for educational computer science activities that addressed the following focus areas:

- Increasing student access;
- Increasing student awareness;

- Implementing outreach; or
- Improving learning spaces.

In addition, funding could be used to purchase resources to support the implementation of computer science education activities. This included technology equipment equal to no more than 50 percent of the total grant award.

The authorizing legislation and CSEG grant rules stipulate that CDE give priority to LEAs designated as rural and those serving students traditionally underserved in computer science education. In addition to prioritizing districts with these student populations in awarding grants, CDE provided applying LEAs with assistance in completing the application to aide in meeting their goals for establishing or bolstering their computer science programming.

Grantee Participation Data

Local Education Agency Participation

CDE received 15 applications from districts, Charter School Institute schools, and Boards of Cooperative Educational Services (BOCES) for the 2021-22 school year. For FY 2021-22, applicants requested a total of $149,344. After committee reviews, CDE awarded 10 CSEG grants totaling $99,344. Applications that did not get funded were due to unallowable expenditures, incomplete applications, and duplicate applications. Table 1 illustrates the number of grants, amounts applied for, and the amounts awarded by category.

TABLE 1: 2021-22 Computer Science Education Grant Applications by Category

Number of LEAs Applied	Amount Applied For	Number of LEAs Approved	Amount Awarded
15	$149,344	10	$99,344

Figure 1 below illustrates the location of the awarded districts throughout Colorado. Districts highlighted in blue received grant funding based upon submission of individual applications, while those in green were served through an awarded BOCES.

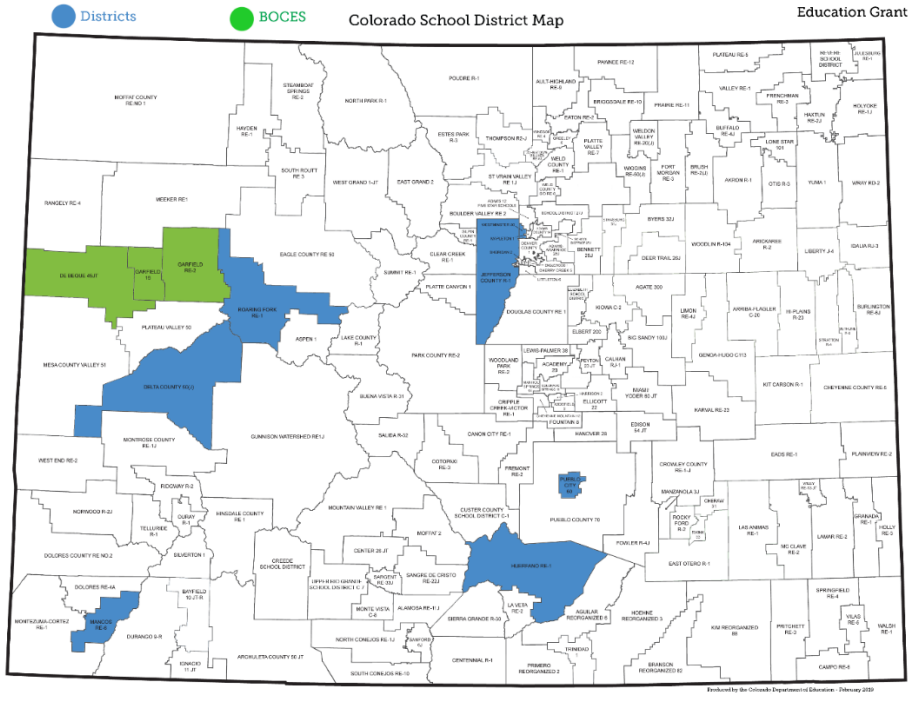


Figure 1. Geographic Location of CSEG Grantees across Colorado.

Local Education Agency Priority Criteria

The CSEG grant program prioritizes LEAs designated as rural and those serving students traditionally underserved in computer science education. Five out of the ten 2021-22 grantees are designated as rural or small rural districts, three as non-rural, one as a BOCES, and one as a charter school according to CDE definitions[1]. It is important to note that the BOCES also represent rural districts. In addition, seven grantees have student populations with greater than 42 percent (the state average) who are eligible for free or reduced-price lunches, seven grantees have student populations with greater than 46.6 percent (the state average) who are minorities, and five grantees will be serving a high population of female students. Ten percent of the total grant funds went to grantees that met all four priority areas, 40 percent went to grantees meeting three priority areas, 30 percent went to grantees meeting two priority areas, and 20 percent went to grantees meeting at least one priority area. Figure 2 below illustrates the number of grantees meeting each of the priority criteria. For a detailed listing of all grantees and the priority area(s) each grantee met, please view Table 2 within the attached Appendix A.

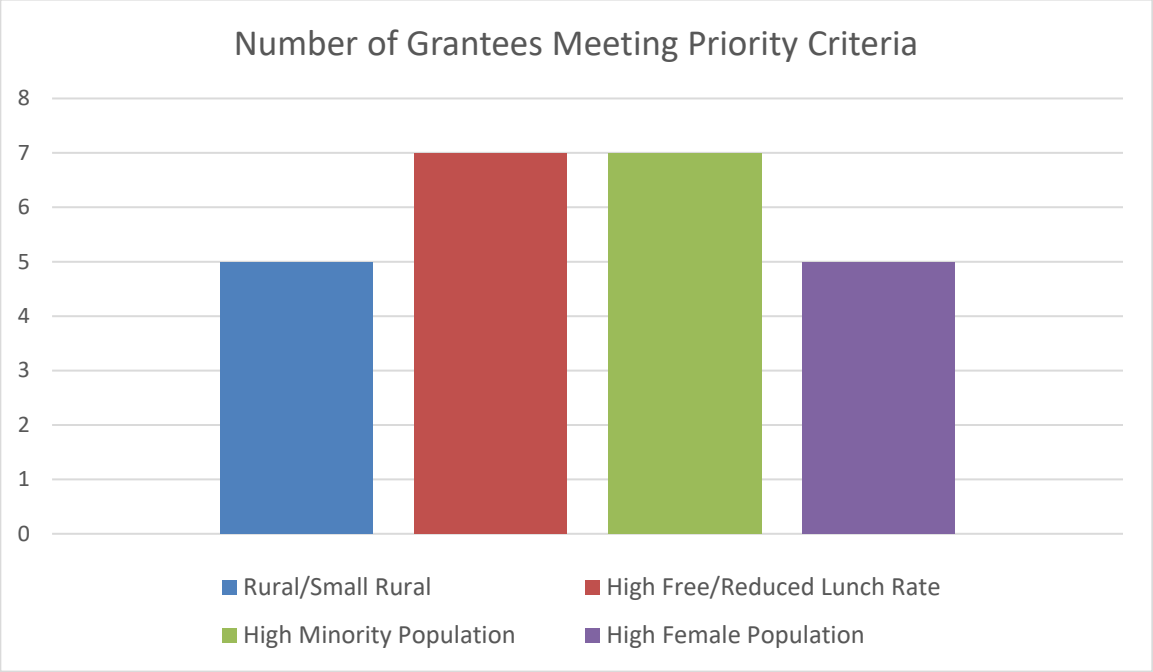


Figure 2. 2021-22 Computer Science Education Grant by Priority Criteria

Total Grant Award and Designation of Funds

Most funds allocated to grantees through the CSEG program were used for the purchase of materials and resources ($61,427), this is inclusive of curriculum & supplies ($28,682) and technology ($32,745). The second largest allocation was for salaries & stipends ($26,492) for staff to implement these educational programs in addition to their normally contracted responsibilities. Figure 3 below shows an overall summary of the anticipated allocation of funds. For a detailed listing of the LEAs that were awarded funds and the anticipated use of funds, please see Table 3 within the attached Appendix A.

[1] A Colorado school district is determined to be rural based on the size of the district, the distance from the nearest large urban/urbanized area and having a student enrollment of approximately 6,500 students or fewer. Small rural districts are those districts meeting these same criteria and having a student population of fewer than 1,000 students. - Rural Education Council | CDE (https://www.cde.state.co.us/ruraledcouncil)

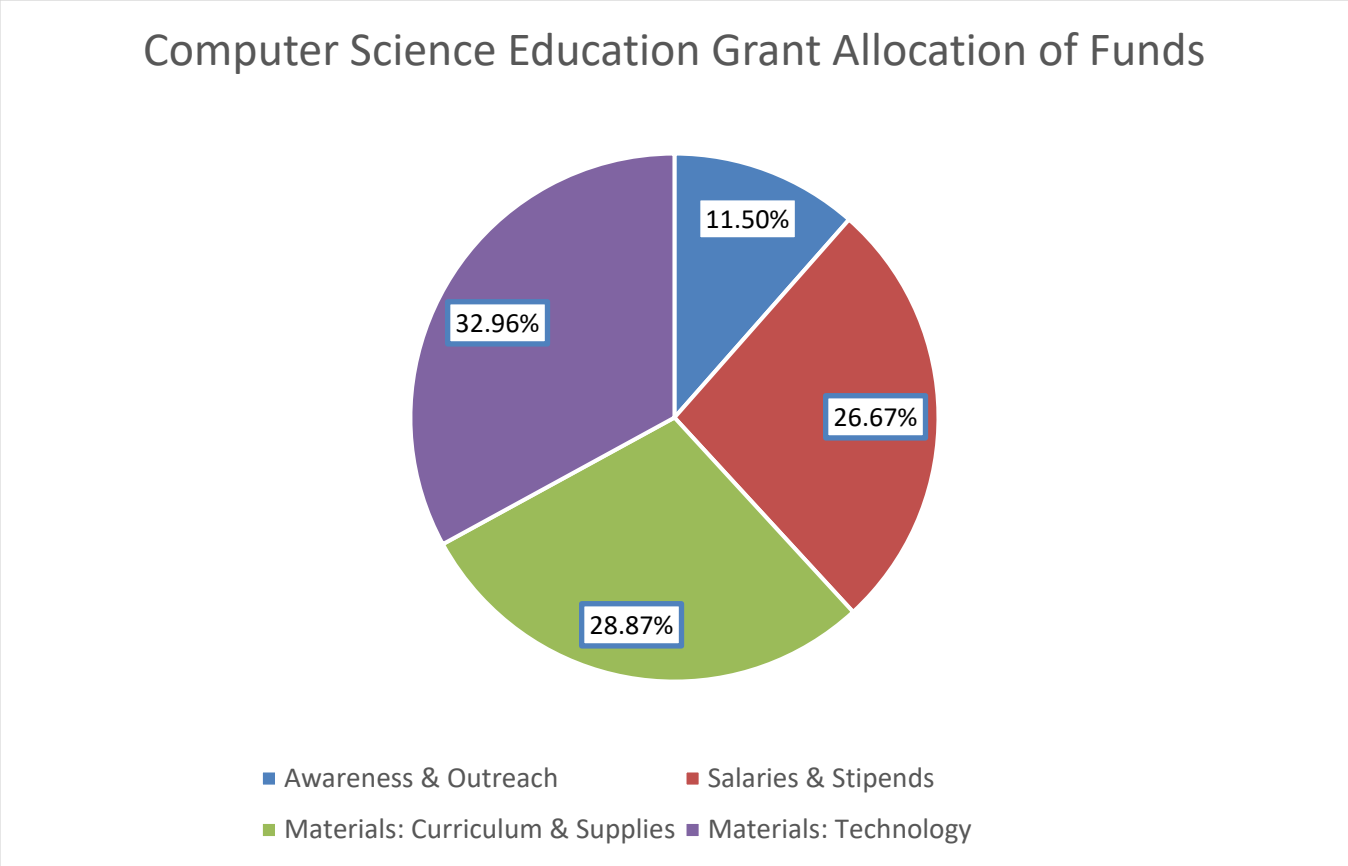


Figure 3. 2021-22 Computer Science Education Grant Allocation of Funds.

Program Implementation Activities

Implementation Activities

Using the Computer Science Education Grant Program, grantees implemented 48 educational activities, which included one-off events, reoccurring events, afterschool programs, classroom integrations, extracurricular clubs, and additional courses. Grantees developed proposals to implement educational activities that best met the needs of their districts to increase the enrollment and participation within computer science. The program guidelines stipulated that funds must be used on activities that increased student access, increased student awareness, implemented outreach, or improved learning spaces. Activities implemented by grantees could address one or multiple focus areas. As illustrated in Figure 4, of the 48 educational activities implemented, 77 percent addressed the area of access, 67 percent addressed awareness, 33 percent addressed outreach, and 63 percent addressed improving learning spaces. Please note that as program activities may cover more than one focus area these numbers will not total 100 percent. In addition to the four focus areas listed, some districts chose additional focus areas for their work. A detailed list of these activities may be found within the attached Appendix B. These tables provide the types of training grantees selected, implementation activities, the focus areas addressed, and a description.

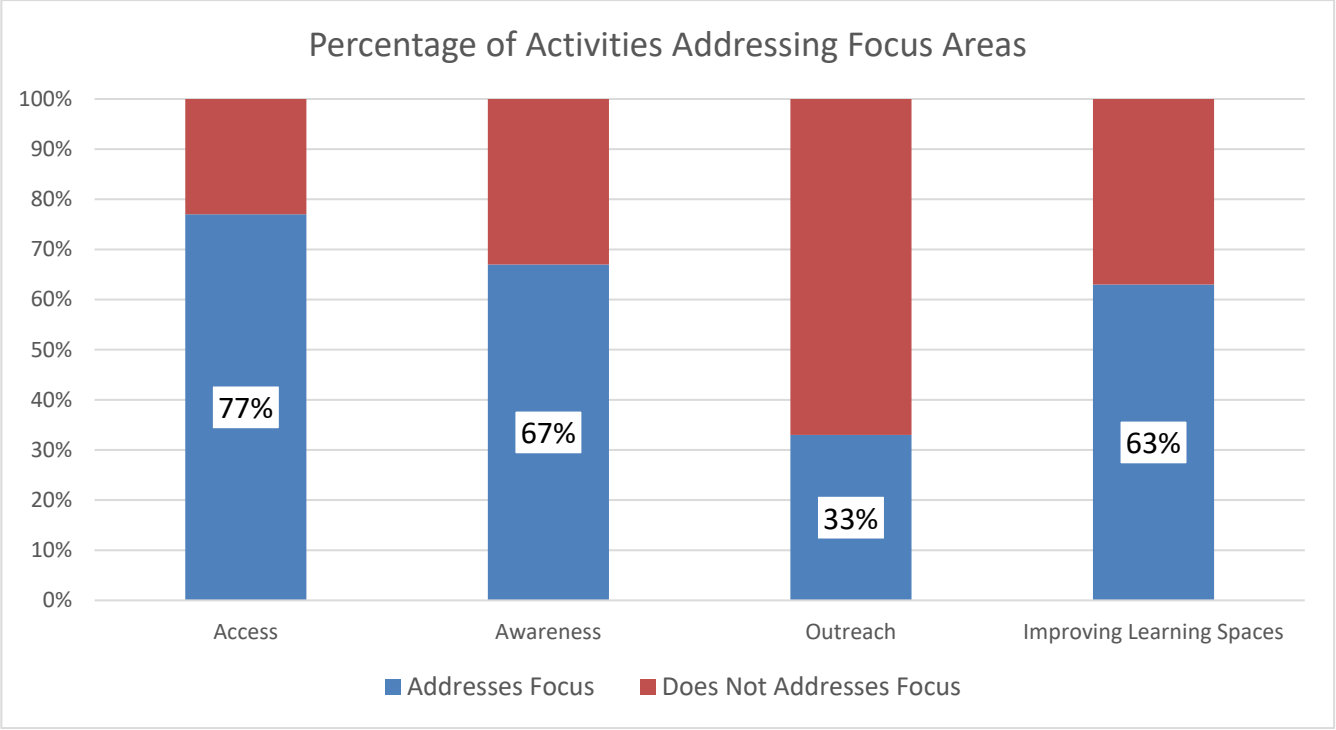


Figure 4. 2021-22 Computer Science Education Grant Percentage of Activities Addressing Focus Areas.

Computer Science Activities Enrollment Data

Summary of Impact

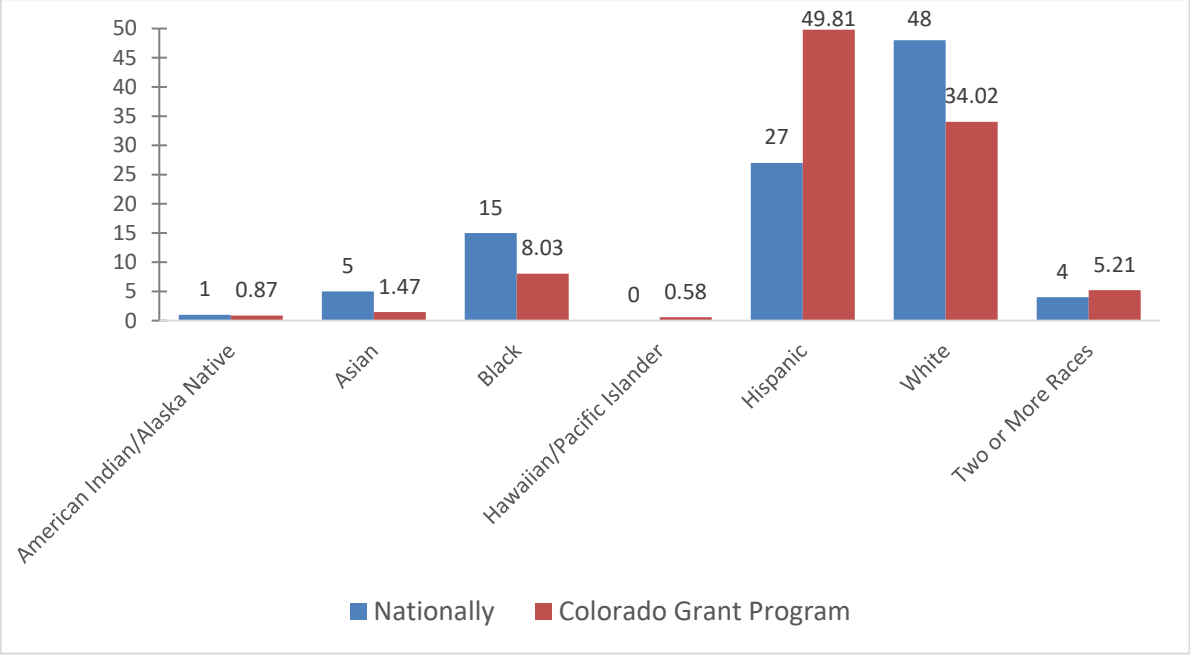
Data from the Conference Board and National Center for Education Statistics show there are over 19,000 computing jobs open in Colorado, with only 1,598 computer science graduates state-wide. The intent of the CSEG program is to increase the opportunities in computer science learning for students in Colorado. Based on information available at the writing of this report, a total of 11,710 students are anticipated to have been impacted through the fiscal year 2021-22 CSEG grant program. This count includes the total projected number of students to be impacted across the state as grantees implement additional educational activities through December 31, 2022. Table 4 illustrates the aggregated total number of K-12 students directly impacted by training.

TABLE 4: Aggregated Totals of Teachers and Students for CSEG Grantees

Total Number of Activities Implemented	Total Number of Students Directly or Indirectly Impacted
48	11,710

Enrollment Report by Race & Ethnicity

Historically, students from racial and ethnic groups that have been excluded from computer science continue to be less likely to attend a school where they have access to these courses. Nationally, these groups include Black/African American students, Hispanic students, and Native American/Alaskan students. Figure 5 illustrates enrollment trends locally and nationally as reported by grant recipients and Code.org[2]. Through Colorado's grant program, more students within the Hispanic, Hawaiian/Pacific Islanders and Two or More Races ethnic groups were served compared to the national average. Please note that due to the no-cost extensions provided, this data contains many projections associated with the demographics of the students to be served as not all end of year reporting was received prior to this report being drafted and submitted.



[2] Code.org Advocacy Coalition - CS Advocacy Site | CS Advocacy (code.org)

Figure 5. CSEG Grant Program Enrollment vs. National Percentages by Race & Ethnicity.

Enrollment Report by Gender

Historically, female students are underrepresented within the computer science field. As of 2021, Code.org[3] suggests that only 32 percent of students enrolled in computer science nationally are females. Furthermore, in Colorado, data from 2020-21 computer science advanced placement exams show that only 26 percent were taken by females. When looking at grantee data in Figure 6 versus this state and national data, each grantee program shows an increase of female student representation. Through this grant program, 46.44 percent of the students who enrolled in computer science educational activities through the CSEG grant program were female compared to the national average of 26 percent. The pre-grant data utilized is computer science activities and course enrollment, as provided by the grantee at the time of the application.

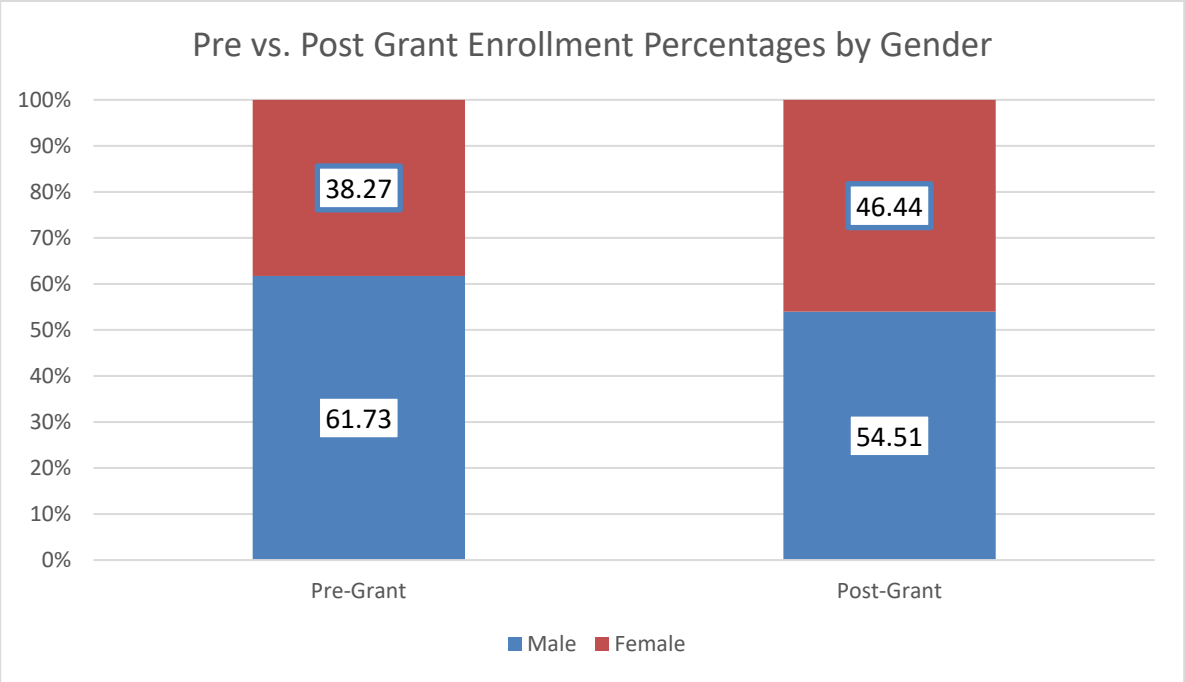


Figure 6. CSEG Grant Pre vs. Post Grant Enrollment Percentages by Gender.

[3] Code.org Advocacy Coalition - CS Advocacy Site | CS Advocacy (code.org)

Enrollment Report by Free & Reduced Lunch

Historically, students from lower socioeconomic groups have less access to computer science for reasons such as lack of high-quality teachers, curriculum, or access to technology. Figure 7 shows 53 percent, roughly 6,203 students, who received free or reduced lunch were served through this grant program.

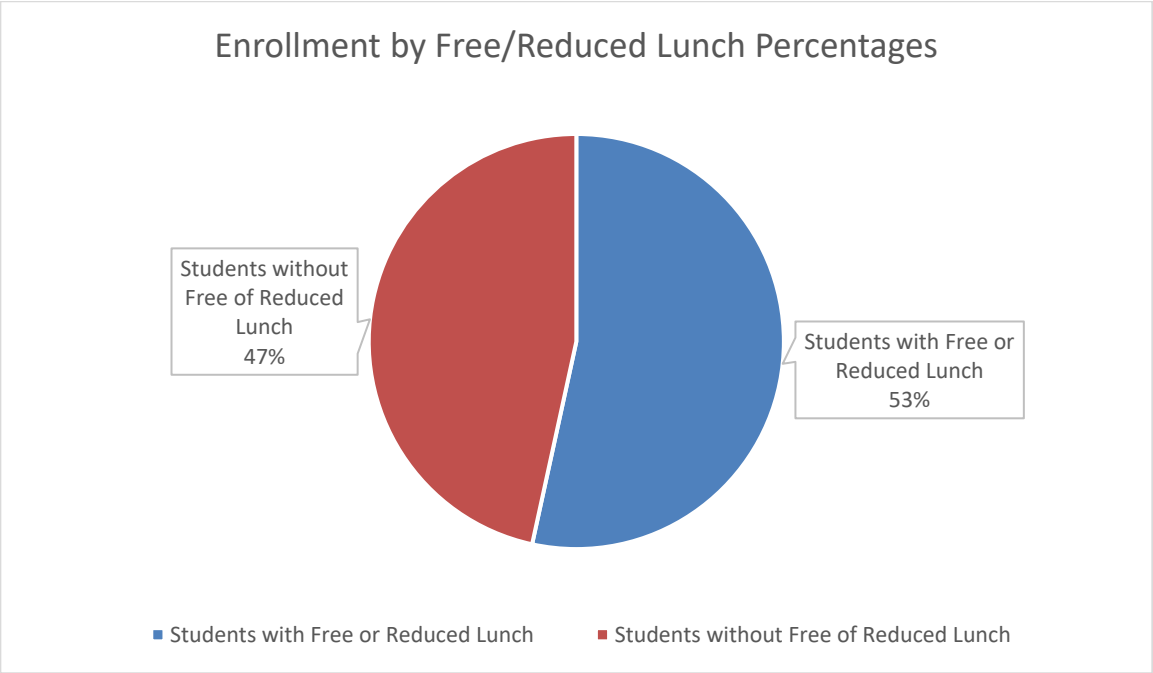


Figure 7. CSEG Grant Enrollment Percentages by Free/Reduced Lunch.

Conclusion

The Colorado Department of Education has successfully administered the CSEG grant with the goal of increasing enrollment or participation of traditionally underrepresented students in computer science through educational activities. In its first year of implementation, the CSEG grant program provided LEAs with access to funding to implement high quality computer science educational activities. These computer science educational activities have consisted of single instance events, reoccurring events, afterschool programs, classroom integrations, extracurricular clubs, and additional courses. Overall, these activities have been able to increase student enrollment or participation within computer science programs by addressing and increasing student access, student awareness, and outreach, and improving learning spaces.

Implementation was complicated by the continuation of the COVID-19 pandemic which resulted in continued disruption to in-person learning, staff shortages, and recovery from learning loss, as well as slowing implementation of a portion of the educational activities grantees originally had planned. However, even with these complications, the program was successful as reported by grantees, impacting an estimated 11,000 students. Of the students served by this grant, 49.81 percent of those students were Hispanic, versus the national average of 27 percent of students enrolled in computer science courses being Hispanic, and 46.44 percent of the students served were female, versus the national average of 26 percent of students enrolled in computer science courses being female. This has been achieved through the addition of new or increased computer science education courses and the integration of computer science within core academic content. Additionally, with the districts focusing primarily on kindergarten through eighth grade, data was not provided by districts to address the questions about end-of-course advanced placement exams taken and scores on those exams.

Appendices

Appendix A – Additional Grantee Data

TABLE 2: 2021-22 Computer Science Education Grant Awardees by Priority Area

Local Education Agency	Rural	>42% Free or Reduced Lunch	>46.6% Minority	Serving > 25% Female Population
Adams 12 Five Star Schools			X	
CSI -Early College of Arvada		X	X	
Colorado River BOCES	X	X	X	X
Delta County 50(J)	X	X		
Harrison 2		X	X	X
Huerfano RE-1	X	X	X	
Jefferson County R-1				X
Mancos RE-6	X	X		
Pueblo City 60		X	X	X
Roaring Fork RE-1	X		X	X
TOTAL	5	7	7	5

TABLE 3: 2021-22 Total Grant Award and Use of Funds

Local Education Agency	Total Grant Award	Awareness & Outreach	Materials & Resources	Salaries	Technology
Adams 12 Five Star Schools	$9,954	$1,350	$8,604	-	-
CSI – Early College of Arvada	$10,000	-	$10,000	-	$5,000
Colorado River BOCES	$9,900	-	$1,900	$8,000	$1,900
Delta County 50(J)	$9,524	-	-	$9,524	-
Harrison 2	$9,966	-	$8,498	$1,468	$3,950
Huerfano RE-1	$10,000	-	$10,000	-	$2,970
Jefferson County R-1	$10,000	$5,000	$5,000	-	$5,000
Mancos RE-6	$10,000	-	$8,500	$1,500	$5,000
Pueblo City 60	$10,000	$5,075	$4,925	-	$4,925
Roaring Fork RE-1	$10,000	-	$4,000	$6,000	$4,000
TOTAL	$99,344*	$11,425	$61,427**	$26,492	$32,745**

*Some subtotals do not add to total grant amounts due to grant funds yet to be expended, or subject to change, due to the program extensions.

** The Materials & Resources category is inclusive of the Technology category.

Appendix B – Educational Activities

Table 5: 2021-22 Computer Science Education Grant Education Activities by Grantee

Grantee	Activity	Area(s) Addressed	Activity Description
ADAMS 12 FIVE STAR SCHOOLS	Engineering & Computer Science Essentials curriculum	Access, Improving Learning Spaces, Diversity, Awareness	This resource is available at an extra cost as part of the currently used Engineering is Elementary curriculum. The module has unique lessons for each grade level that includes digital storybooks with diverse characters and themes.
ADAMS 12 FIVE STAR SCHOOLS	Family Events	Improving Learning Spaces, Outreach, Awareness	Included try-it kits contain resources that will be used during embedded parent/family outreach events and student showcases to increase Computer Science awareness among caregivers of participants and encourage Computer Science course enrollment in our middle school pathway and beyond.
CHARTER SCHOOL INSTITUTE - ECA	Thimble	Access, Awareness, Improving Learning Spaces	Interactive STEM kits are based on things students want to learn about such as music, robots, and video games. Each kit can be reworked into countless varieties of activities with online classes accessible 24/7.
CHARTER SCHOOL INSTITUTE - ECA	Learning Blade	Access, Diversity, Awareness, Improving Learning Spaces	Weekly Activity: All students in grades 6-9 will have engaging resources that will expose them to STEM related career opportunities through “quests” that help them develop key 21st century skills. This innovative approach to STEM education focuses on activities that can be utilized both in a self-paced game environment and as practice in academic classrooms.
CHARTER SCHOOL INSTITUTE - ECA	CODE	Access, Awareness, Improving Learning Spaces	Supplemental-home: Free curriculum (https://code.org/) will be utilized for grades K-2 and supplement grades 9-12 programming. Code.org® is a nonprofit dedicated to expanding access to computer science in schools and increasing participation by young women and students from other underrepresented groups.
CHARTER SCHOOL INSTITUTE - ECA	Unity	Access, Awareness, Improving Learning Spaces	After School and Summer: Provides a subscription for interactive design and development careers which are growing rapidly and span industries, including: Game design and development, Film, animation and

Grantee	Activity	Area(s) Addressed	Activity Description
			cinematics, Teaching and training, Automotive and manufacturing. Architecture, engineering and construction. Projects will be offered during after school clubs and summer camp.
CHARTER SCHOOL INSTITUTE - ECA	Raspberry PI	Access, Awareness, Improving Learning Spaces	After School: This equipment and program allows students to build their own computer. The Raspberry Pi 400 is a complete Raspberry Pi 4-based personal computer, integrated into a keyboard.
CHARTER SCHOOL INSTITUTE - ECA	Basic Computer Skills for Families	Access, Diversity, Awareness, Outreach	Weekly Activity: ECA's leadership is now providing school information in Spanish to support parent knowledge, understanding, and opportunity to take advantage of the early college model. In addition, ECA is offering basic computer skills instruction to families on Wednesday evenings in English and Spanish.
CHARTER SCHOOL INSTITUTE - ECA	CS Professional Special Guest	Diversity, Awareness, Outreach	Quarterly: During school-wide SEL time, all students will gather for an in-person or virtual job-sharing experience from a series of guest speakers which will expose students to diverse people groups performing jobs related to computer programming.
CHARTER SCHOOL INSTITUTE - ECA	Summer Camp	Access, Awareness, Outreach	Summer Week: As part of the 21st Century Community Learning Center summer programming, Computer Science activities will serve as outreach to new students and build excitement and interest in the Computer Science program at ECA.
CHARTER SCHOOL INSTITUTE - ECA	Equipment to enhance above curriculum activities	Access, Improving Learning Spaces	2- HP 20 All-in-One PC 19.5-inch Intel Celeron or similar.
COLORADO RIVER BOCES	Cyber Crew	Improving Learning Spaces	After school cybersecurity club.
DELTA COUNTY 50(J)	High School Collaboration	Awareness	The computer science teachers will collaborate with one another to identify strengths within the district to apply to gaps in specific schools.
DELTA COUNTY 50(J)	Middle School Teacher Professional Development	Access	Incorporate computer science lessons into middle school technology classes.
DELTA COUNTY 50(J)	Recruitment	Awareness	Utilize proven recruiting methods within some schools to apply to others to enroll underrepresented populations
DELTA COUNTY 50(J)	Recruitment	Outreach	Exhibiting and sharing student projects through various media outlets.

Grantee	Activity	Area(s) Addressed	Activity Description
HARRISON 2	Coding 3D Objects	Access	Students can connect code with designing 3D objects in Minecraft Edu. Students will get practical, hands-on application of design thinking and analysis in our computer science curriculum using 3D printers where they will design an element.
HARRISON 2	Apply 3D printing to Life Sciences	Improving Learning Spaces	Students will identify and model the physical characteristics of human Biology and explain how these relate to the characteristics biological processes.
HARRISON 2	Manufacturing design	Access	Students print their own axles and wheels to attach to a car body they designed.
HARRISON 2	Middle School 3-D programs	Access	Students will engage in 3-D programs during school and in Out-of-School Time opportunities.
HARRISON 2	STEM Family Night/Middle School Computer Science 3D Printing Challenge or Computer Science Awareness Showcase	Outreach	Families will participate in STEM family nights where the students will showcase their 3-D printed works.
HARRISON 2	Career Connections of 3-D Printing	Awareness	At least 1 guest speaker, possibly from the space career field, will present to the students about 3-D printing in the work field. It is important to make the connections between what the students are learning and career and "real world" relevance.
HARRISON 2	Curriculum Integration	Improving Learning Spaces	Makers Empires Intro to design thinking, how to integrate Makers Empire into the curriculum, and Makers Empire (can be split into 3 sessions).
HARRISON 2	Purchase 3-D Printers and Filament	Improving Learning Spaces	Two Dremel DigiLab 3D printers & supplies: Two Filament Bundles.
HARRISON 2	Create CANVAS Course	Improving Learning Spaces	Purchase curriculum to support 3D design and printing. A custom curriculum in the form of a Canvas Course will be created.
HARRISON 2	Girls in STEM	Access	After-School events for middle school girls.

Grantee	Activity	Area(s) Addressed	Activity Description
HUERFANO RE-1	MakeyMakey coding projects	Access, Awareness, Improving Learning Spaces	Weekly Activity: Students in grades 3-8 will use materials to select from 1000's of coding projects, ranging from simple to more advanced. Each level introduces a new computer science concept with a set of fun app creation projects.
HUERFANO RE-1	Learning Blade Missions	Access, Diversity, Awareness, Improving Learning Spaces	Weekly Activity: All students in grades 5-9 will have access to engaging resources that will expose them to STEM related career opportunities through "quests" that help them develop key 21st century skills. This innovative approach to STEM education focuses on activities that can be utilized both in a self-paced game environment and as practice in academic classrooms.
HUERFANO RE-1	CODE projects	Access, Awareness, Resources	Weekly Activity: Free curriculum (https://code.org/) will be utilized for grades K-2 and supplement grades 9-12 programming. Code.org® is a nonprofit dedicated to expanding access to computer science in schools and increasing participation by young women and students from other underrepresented groups.
HUERFANO RE-1	CS Professional Guest Speakers	Awareness, Diversity, Outreach	Quarterly Activity: Quarterly: During weekly activity time, in-person or virtual job-sharing experiences from a series of guest speakers will expose students to diverse people groups performing jobs related to computer programming.
HUERFANO RE-1	Summer Camp	Access, Awareness, Outreach	As part of the 21st Century Community Learning Centers summer programming, Computer Science activities will serve as outreach to new students and build excitement and interest in the Computer Science program at Huerfano School Districty. Learning Blade or CODE, free online curriculum, will serve as the main curriculum components. Free resources for the 3-D printing projects will expand camp offerings.
HUERFANO RE-1	Equipment for above curriculum activity	Resources, Improving Learning Spaces	HP 20 All-in-One PC 19.5-inch Intel Celeron, and wireless headphones.

Grantee	Activity	Area(s) Addressed	Activity Description
HUERFANO RE-1	Sphero Robotics	Access, Awareness, Improving Learning Spaces	Weekly Activity: These cool, hands-on, standards-aligned PK–12 programmable coding robots and STEAM Kits offer students a variety of projects.
JEFFERSON COUNTY R-1	Honor Societies	Access, Awareness, Improving Learning Spaces, Outreach, Diversity	Schools will receive funding to start a Computer Science Honor Society. These students can work on creating awareness and outreach programs for feeder elementary schools.
JEFFERSON COUNTY R-1	Coding clubs	Access, Awareness, Resources, Improving Learning Spaces, Outreach, Diversity	Schools will receive funding to get a Coding Club started which will increase access and create awareness around computer science.
JEFFERSON COUNTY R-1	Field Trips	Access, Awareness, Improving Learning Spaces, Outreach, Diversity	Schools will receive funding to help cover costs for computer science related field trips.
JEFFERSON COUNTY R-1	Guest Speakers	Access, Awareness, Improving Learning Spaces, Outreach, Diversity	Schools will receive funding to help cover costs of guest speakers, creating awareness about career opportunities and real-world applications.
MANCOS RE-6	BitsBox or similar	Access, Awareness, Improving Learning Spaces	BitsBox (or similar): Students in 3rd-5th grade will look through the materials and pick an app project of individual interest. Every box comes with a mix of coding projects, ranging from simple to more advanced. Each level introduces a new computer science concept with a set of fun app creation projects.
MANCOS RE-6	StemScopes or similar	Access, Awareness, Improving Learning Spaces	Students in 6th-12th grade will look through the materials and weekly pick an app project of individual interest. The IDEA lesson model provides constructivist pedagogy and facilitation to guide students through instruction.
MANCOS RE-6	Learning Blade	Diversity, Awareness, Improving Learning Spaces	Learning Blade: All students in 5-9th grade will have engaging resources that will expose them to STEM related career opportunities through “missions” that help them develop key 21st century skills. This innovative approach to STEM education focuses on activities that can be utilized both in a self-paced game environment and as practice in academic classrooms.

Grantee	Activity	Area(s) Addressed	Activity Description
MANCOS RE-6	CODE	Access, Awareness, Improving Learning Spaces	CODE is a free curriculum (https://code.org/) that will be utilized for K-2nd grade students and to supplement 9th-12th grade needs. Code.org® is a nonprofit dedicated to expanding access to computer science in schools and increasing participation by young women and students from other underrepresented groups.
MANCOS RE-6	CS Guest Speakers	Diversity, Awareness, Outreach	Quarterly: During the weekly activity time, in-person or virtual job-sharing experiences from guest speakers will allow students to be exposed to diverse people groups performing jobs related to computer programming.
MANCOS RE-6	Summer Camp	Access, Outreach	Summer Coding Camp: A week-long coding camp for potential new students in 4th-6th grades. The Camp will serve to recruit new students and build excitement and interest in the Computer Science program at Mancos School District.
MANCOS RE-6	3-D Printing	Access, Awareness, Improving Learning Spaces	3-D Printer to be used with activities during summer camp.
PUEBLO CITY 60	Hour of Code Events	Access, Diversity, Awareness, Outreach, and Improving Learning Spaces	Hour of Code events will provide Computer Science activities to every Pueblo School District 60 student, celebrate diversity, increase awareness, promote outreach to community leaders and businesses, and provide resources for the events.
PUEBLO CITY 60	Robotics	Access, Diversity, Awareness, and Resources	Robotics resources will be accessible to all schools to use with students, are designed for use by all ages, genders, and underrepresented groups, promote awareness of Artificial Intelligence and Computer Science skills, and will serve as district level resources.
ROARING FORK RE-1	After school clubs	Outreach, Access, Diversity, Awareness	After school clubs in spring 2022 for 8th and 9th graders to explore computer science in an engaging environment and increase enrollment in our new high school Computer Science pathway courses.
ROARING FORK RE-1	Materials and hardware	Access, Improving Learning Spaces	Purchase necessary materials for a computer science pathway at each high school; address gaps as needed in schools that lack these resources; ensure equity across our schools.