

# PROJECT



# LOGIN

Engage. Educate. Employ.

girls who  
**CODE**

## Partner Playbook



# Girls Who Code in Maine

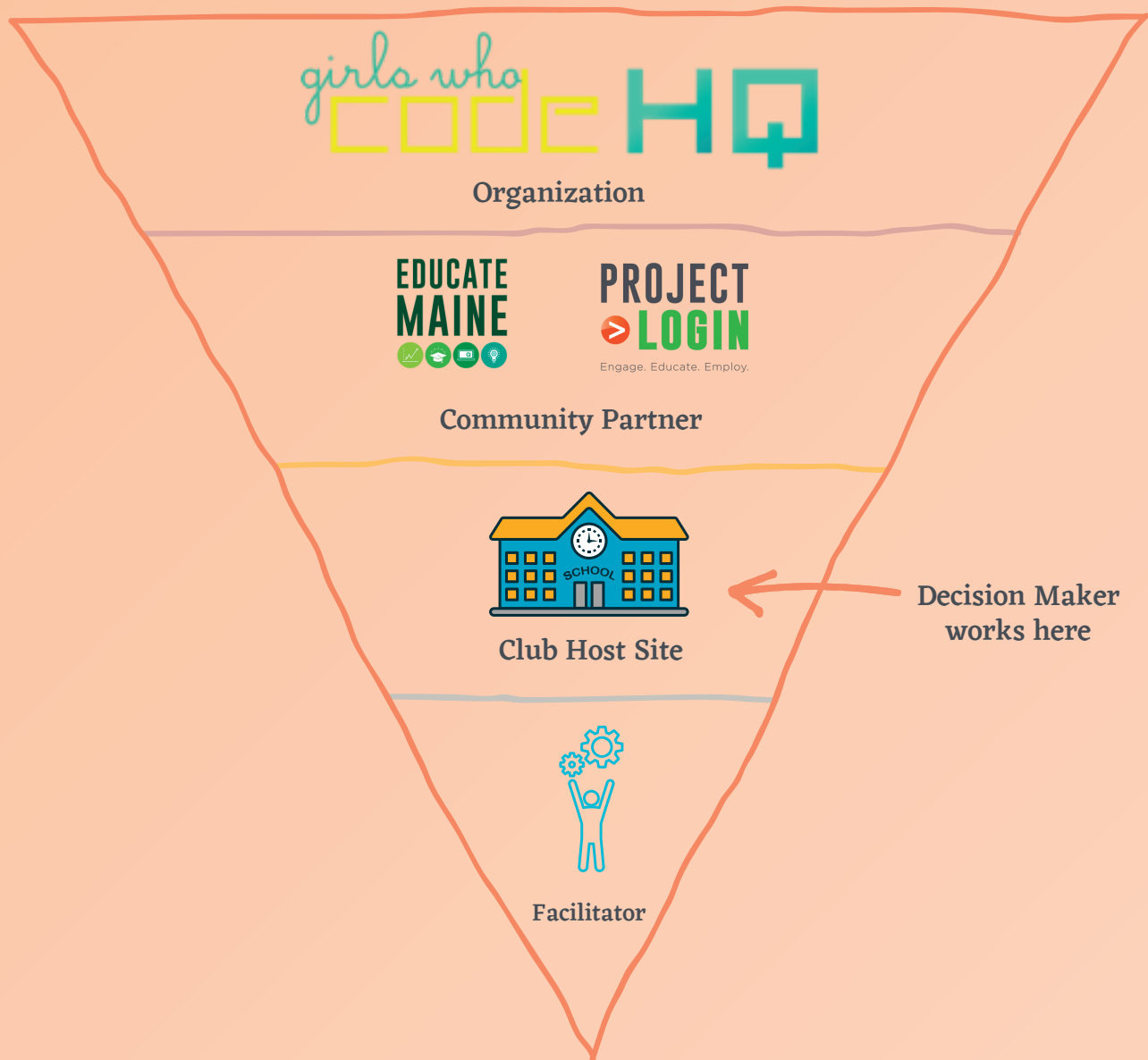
- Girls Who Code (GWC) is a national non-profit organization working to close the gender gap in technology and change the image of what a programmer looks like and does. They are leading the movement to inspire, educate, and equip young women with the computing skills to pursue 21st century opportunities through their 7-week Summer Immersion Program, 2-week specialized Campus Program, and after-school Clubs.
- A program of Educate Maine, Project>Login is the state's leading resource for anyone interested in exploring computer science pathways. Our focus begins with expanding K-12 Computer Science Education in Maine. Project>Login is the **Maine Community Partner** for Girls Who Code. Community Partners can help set up new clubs and access resources and grant opportunities from Girls Who Code.

# Clubs Program

- Clubs are free programs for 3rd-5th and 6th-12th grade girls and non-binary students to join a sisterhood of supportive peers and role models using computer science to change the world. They can be held in-person or entirely online, and meet approx. 1-2 hours a week.
- Here is a list of established clubs in Maine:
  - Brunswick High School
  - Brunswick Jr High School
  - Caribou High School
  - Camden Public Library
  - Deering High School
  - Falmouth Schools
  - George Stevens Academy
  - Lake Region High School
  - Leeds Central School
  - Lewiston Middle School
  - Lewiston High School
  - Nokomis Regional Middle School
  - Portland High School
  - RSU 34/Alton/Bradley/Old Town
  - Scarborough Middle School
  - Spruce Mountain Schools

# Roles

- In order to start a new Girls Who Club, you must identify the role you will be playing in the club.
- With the upside down pyramid, we will highlight the four main roles that will need to know before starting.



# Roles

## Girls Who Code / HQ:

- Girls Who Code is the national organization. HQ is GWC's learning platform; the primary resource for both students and Facilitators, on which they provide all training and educational materials.

## Educate Maine / Project Login:

- Educate Maine's Project Login is the community partner for Girls Who Code in Maine. We help facilitate the expansion of Girls Who Code programs through educational resources like this facilitator handbook, club support, and summer camps.

## Decision Maker:

- The decision maker acts as the liaison between the Club Host Site (school, library or youth center) and Community Partners. They're not facilitators but help recruit them before the club launches and sign the approval agreement.

## Club Facilitator:

- The trained volunteer who leads students through the curriculum. Up to four Facilitators may be added to a Club, using the Club Code on the Application. No technical expertise required, but a background check and online training will be required.

# To be a Facilitator

- Be 18 or older.
- Be able to pass a background check provided by GWC.
- Be available to lead a Club for 1-2 hours per week
- Be comfortable learning alongside Club girls as they explore the foundational computer science concepts. No computer science experience is needed!
- Have a passion to help and the ability to foster community within your Girls Who Code Club.

# Application

Once you've identified your role and club host site (you will need an address), you can begin the application process

## HQ Account & Application

- First sign up for a Girls Who Code HQ account
- Submit a Girls Who Code club application
- Make sure you put Educate Maine when prompted to select your affiliated community partner
- Club Decision Makers must sign a Clubs Participation Agreement for club to be approved. This individual must be an employee of the club host site.
- Club Facilitators must complete a Background Check if not employed by the club host site.
- After the previous steps have been completed, you will receive a club confirmation email with club code.
- Once your club is approved, the Club Facilitator will log into HQ and have access to training webinars, curricula, recruitment materials and other resources.
- Recruit students and help them enroll on HQ
- Launch your club!

# Logistics



Establish a location where the club will be regularly meeting



Set the dates and times for your meetings.



Help club members identify their coding skill level from beginner, intermediate to advanced and what they would like to work on

Some of the materials HQ offers for Girls Who Code clubs include:

- Project-Based Learning
- Self-Guided Tutorials
- Diverse Role Model Spotlights
- Virtual Speakers
- Exclusive Alumni Benefits



# Typical GWC Meeting



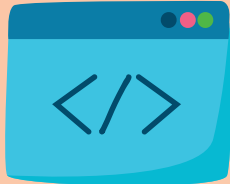
Sisterhood Activity

5-10  
minutes



Women in Tech Spotlight

5-10  
minutes



Self-guided project work

30-40  
minutes



Stand Up/Closing Activity

5-10  
minutes

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# Partner-led camps

Project>Login is expanding the summer camp experiences in 2022 with the help of our partners. Thanks to generous sponsorship and grant funding we are able to offer these for FREE to participants.

The goal and purpose is to invite educators and student ambassadors to help them kick-start launching clubs at their schools in the fall after they attend the summer camp.

Summer camps are week-long, half-day camp experiences that expose the students and teachers to the GWC Curriculum and is a way to learn from mentors and professionals working in tech in Maine.

Work with Angela to plan a schedule for the week that is consistent with the high-quality standards PL is known for with their professional learning programs and events.

Involving Community & industry partners, volunteers and a higher education or community-based organization is a key component of our model.

