



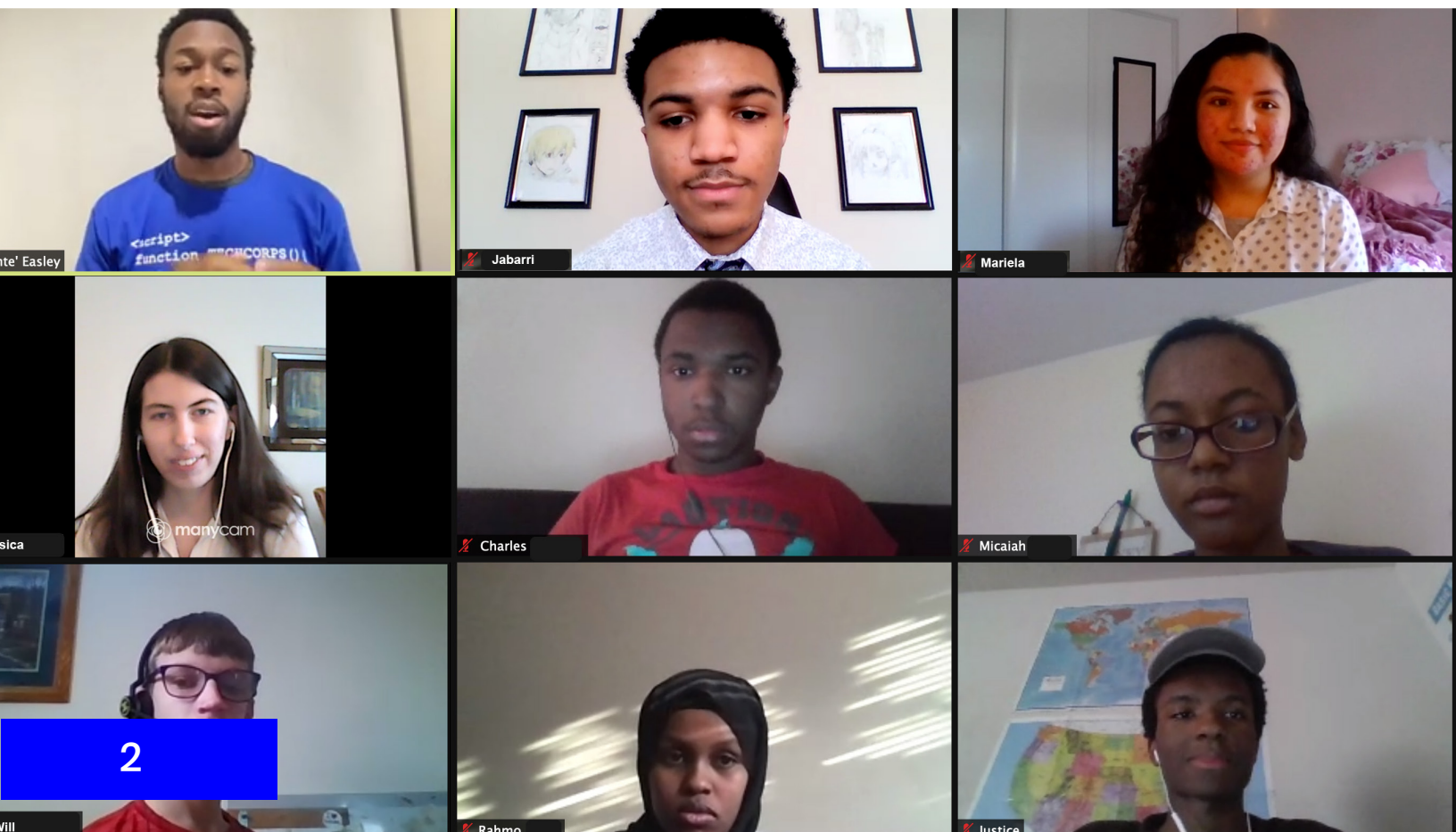
# 2021

## COMPUTING CAREER CORPS IMPACT REPORT



# COMPUTING CAREER CORPS

Computing Career Corps is designed to introduce high school students to a variety of technology skills while at the same time exploring technology career pathways. This year's program took place online, was highly interactive and included a mix of online instruction, guided activities with peers and individual work time. Computing Career Corps ran February through May with students attending the program one night a week. Students who successfully completed the program received a new laptop!





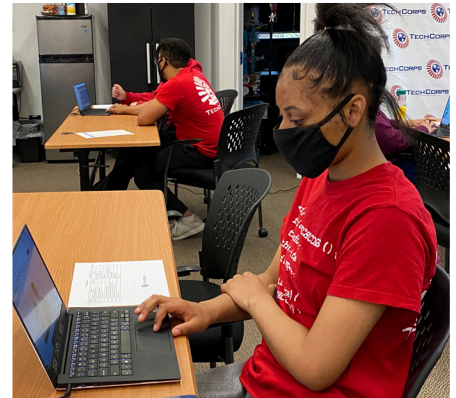
# COMPUTING CAREER CORPS

As a result of the program, students:



Elevate their confidence with computer science concepts and skills in a safe and supportive environment

Develop valuable 21st century skills such as teamwork, problem-solving and critical thinking



Learn about educational pathways in computer science and software engineering

Interact and connect with professional coders, software developers and other professionals



# STUDENT FEEDBACK



**Kadija Sesay, Sophomore**



**Ayah Mesbah, Junior**

“I really enjoyed the conversations with the other students and instructors during the virtual sessions,” said Northland High School Sophomore, Kadija Sesay. “At this point, I’m thinking about medicine or real estate and I can see how what I learned in Computing Career Corps could help me in those fields.”

Ayah is a junior at Horizon Science Academy. She plans to use her new laptop to continue classes for college credit during her senior year. Mesbah said, “Computing Career Corps helped me discover pathways to technology careers and provided connections to learn more about technology fields.”



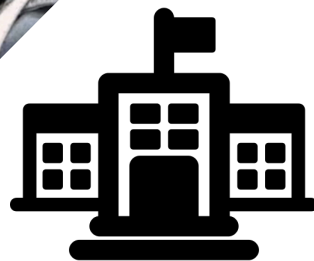
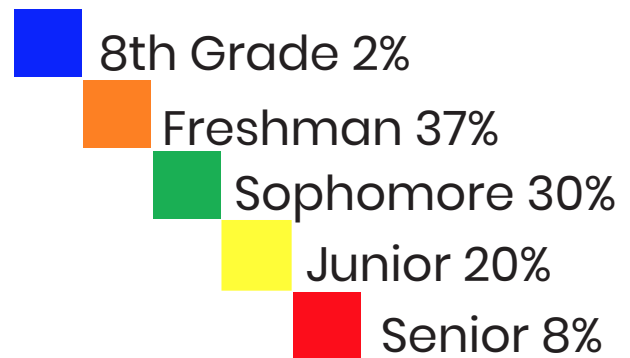
# TOPICS

## Topics Explored

- Truth tables
- Scratch programming
- Java programming
- Algorithms
- Databases
- Networking
- Trouble tickets
- Test taking strategies
- Career readiness & exploration
- Self-exploration



# STUDENTS



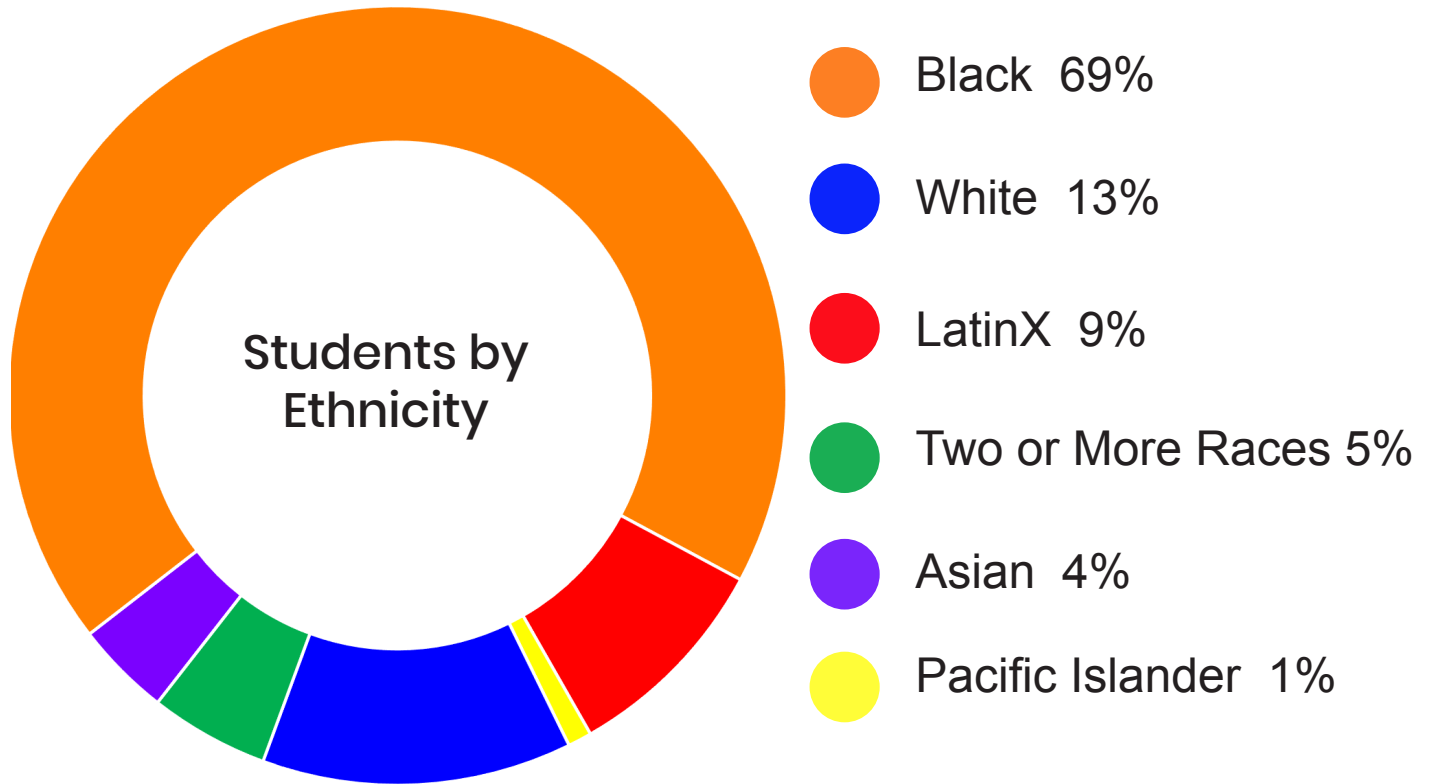
# 33

Schools Represented  
by Participants

District with Largest # of Participants

## Columbus City Schools

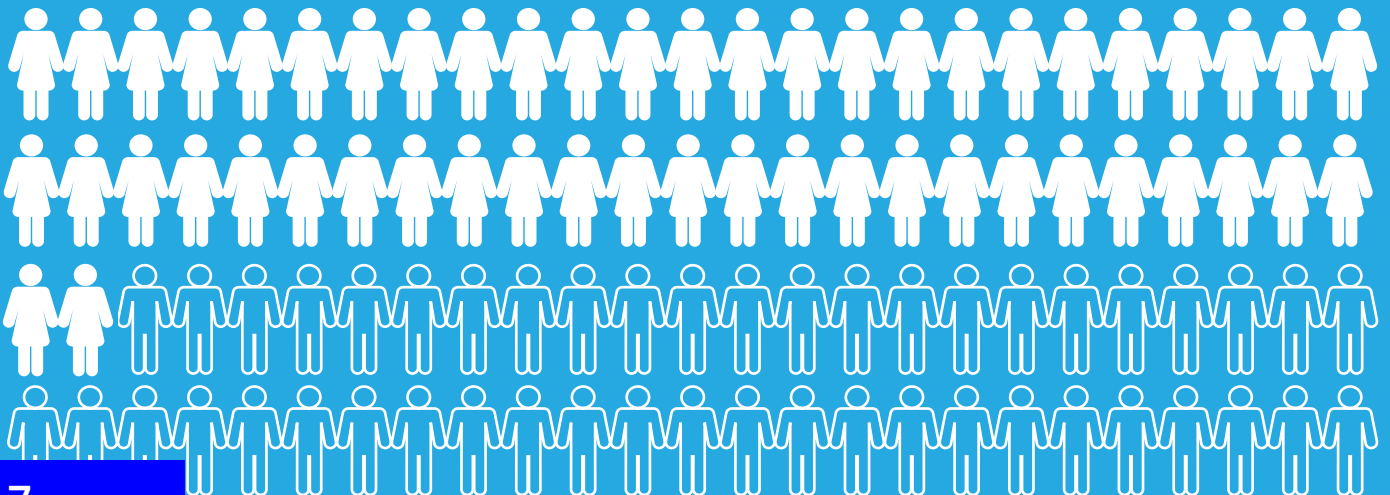
# STUDENTS



## Students by Gender

**52% GIRLS**

**48% BOYS**





# PROGRAM

## Participation Touchpoints

Because this was a virtual program, we included success coaches whose job function was to connect with students on a weekly basis to make sure they felt connected and prepared for success. Success coaches were liaisons between the instructor and student. They dealt with issues such as motivation, time management, comprehension on challenge completion, tech support and more.

## Virtual Challenges

Total of 15 virtual challenges which consisted of a mixture of:

- Utilize Nand to understand electronic circuitry
- Deploy Scratch and Java code to complete games
- Interactive video learning
- Create Google slide presentations based on independent research
- Utilize Structured Query Language to create database queries

### Requirements to Earn a Laptop

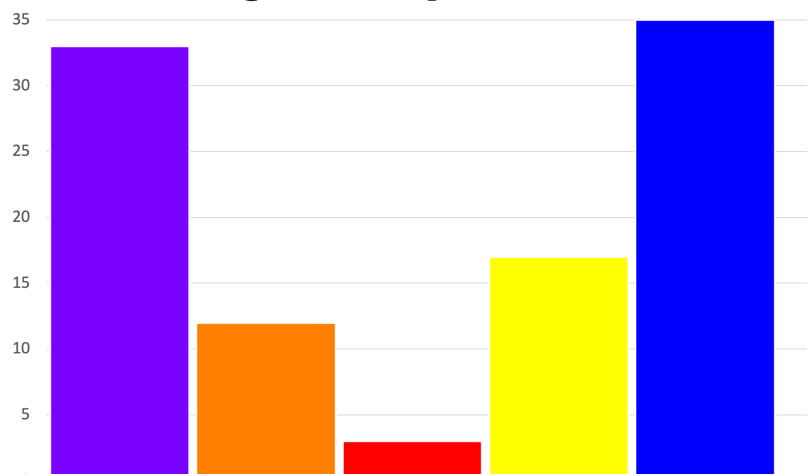
Attend 12 out of 15 virtual sessions or six hours.

Students must complete 12 out of 15 challenges to earn a laptop.

# 52%

Earned Laptops

## Challenge Completion Results



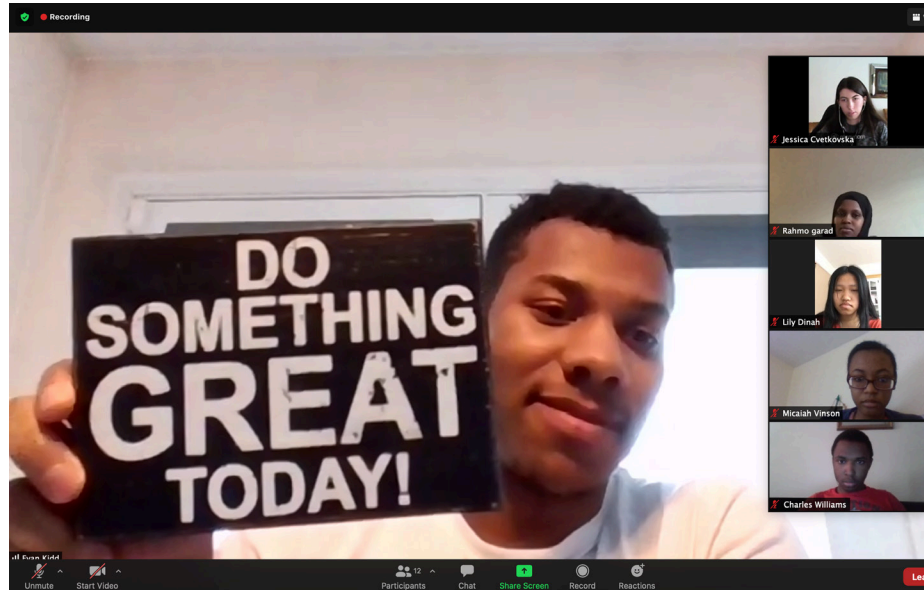
- 33% of students completed 1-3 challenges
- 12% of students completed 4-6 challenges
- 3% of students completed 7-9 challenges
- 17% of students completed 10-12 challenges
- 35% of students completed 13+ challenges



# PROGRAM

## Virtual Sessions

Sessions were held weekly, February through May via Zoom on Tuesday, Wednesday and Thursday at 4pm and 5pm. Each session ran for approximately thirty minutes. Instructor office hours were open for one hour (6-7pm) Tuesday, Wednesday and Thursday for students needing additional help.



## Make-Up Sessions

We offered three in-person make-up sessions on April 17, 24 and May 1, 10am-12pm following COVID-19 safety protocols. The sessions provided students educational support and an opportunity to earn attendance completion requirements.





# Program Promotion

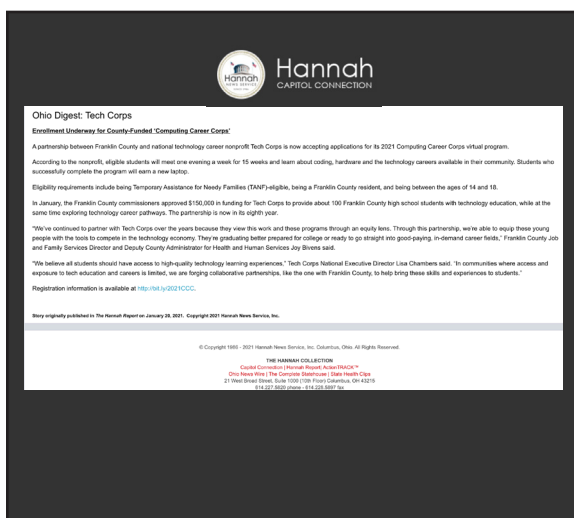
Sharing the value and importance of Computing Career Corps with the Central Ohio community played a role in the success of the program. TECH CORPS enjoys a significant following on Facebook, Twitter, LinkedIn and YouTube and through these social media platforms was able to make nearly 8,000 impressions through ten posts utilizing press releases, videos and eye-catching graphics.



January 5, 2021, CCC video, 1,468 impressions (click to view).



January 22, 2021, CCC Learn & Earn social media post, 2,148 impressions.



January 19, 2021, CCC press release, 675 impressions (click to view).



June 3, 2021, CCC program completion social media post, 888 impressions.



TECH CORPS is a nonprofit organization dedicated to ensuring K-12 students have equal access to Computer Science (CS) and Information Technology (IT) programs, skills and resources that enhance early learning and prepare them for college and career.

[www.techcorps.org](http://www.techcorps.org)