

Governor's Council on Women and Girls, Education and STEAM subcommittee.

December 4, 2019 at 1:00pm

Legislative Office Building, Hearing Room 1D

The Following individuals were in attendance:

Commissioner Bongsi Magubane, Director Tim Larson, Lynn Caliendo, Karen DeMeola, Eric Smith, Julie DeLuca-Collins, Taylor VanAntewrp, Joseph Bierbaum, Abby Jewett, Rhona Free, Melanie Tavaras, Gary Minor, Amanda Aronson, Ellyn Savard, Patrice Gans, Carolyn Alessi, Elizabeth Radday, Mary Bidwell, Norm Sondheimer, Hillary Glass.

Greetings and announcements:

- Co- chairs, Director Larson and Commissioner Magubane opened the meeting by thanking everyone for attending. Commissioner Magubane will be leading the Arts and Internship group and Director Larson will be leading the Information hub and Technology and Coding group. The Chairs highlighted the meeting dates for 2020. It was explained that most meetings will be held at the Legislative Office Building, except for when the legislators are in session.
- Noele Kidney announced the “Women and Girls’ Day at the Capitol” on Friday March 6. The planning team consists of representatives from each subcommittee for the Women and Girls Council. The goal is to have dedicated day where women and girls will be exposed to underrepresented careers though a career fair, a health and safety fair as well as a question and answer forum hosted by prominent women in CT. Noele further indicated that the planning team has ideas but are looking for committed members to plan and coordinate the event. A save the date flyer was circulated. Please see attachment.

Internship and Arts

- Commissioner Magubane handed out copies of the original goal of the Education and STEAM subcommittee and highlighted that even though our goal is to develop a statewide internship program that focuses on STEAM career pathways, we must think globally on keeping young women and girls in Connecticut. The approach must be holistic. The need to prevent the “middle school cliff”, where children lose interest in STEAM subjects at the seventh grade, all while ensuring that “A” stays in STEAM by addressing the disparity with access to art exposure.
 - Status
 - Potential private sector partners were identified. Models from both private sector and state agencies were requested. The team needs to iron out and develop a working strategy to filter information.

- Although there is value in engaging high schools in internships programs especially in the area of arts, the first roll out will be designed for college students. The model should include:
 - a) The definition of Internship
 - b) A meaningful experience, not just for the employer but the student
 - c) Compensation of the interns
 - d) Hours mandated by the program (consider state union rules)
 - e) Include experiences from both public and private sector.

There was some discussion about the overarching goal of the arts subgroup. Joseph Bierbaum from Paier, commented that the Arts needed to have their own dedicated discussions as they are non-traditional. As we need the arts in the room to framework how to showcase pathways for both non-traditional and traditional careers we agreed to continue the expanded team.

- Plan of Action
 - The group will define, legislate, budget and implement a program that will be shared by all agencies.
 - Help transition the careers in Art to mainstream
 - Create change at the structural level
 - Provide oversight to ensure women and girls are exposed to all letters in STEAM
 - Propose policies to address disparities with access
 - Demystify and educate at the grassroots level
 - Provide a glide path to STEAM careers
 - Increase arts education in schools

Next Steps for Internship and Arts Group

1. Collect internship models from both private and state agencies
2. Create a matrix and identify the best practices
3. The team will meet separately prior to the next council meeting to drill into actionable steps
4. Continue recruiting potential private sector partners
5. Identify members who will be leading the charge in working with private partners

Coding Challenge and Information Hub

The group discussed researching other coding challenges to determine how to make it appealing to participants. N. Sondheimer mentioned a previous survey that identified girls and minority students' participation rate is half when compared to the majority of students. A survey will be conducted to measure the success of other coding challenges.

- The group will:
 - Develop framework of challenge
 - Establish Public Relations and Marketing

- Determine rewards and incentives along with corporate partnership

Next Steps for Coding Challenge and Information Hub

1. Design a survey that will encompass participation, content, process, success rate, demographics.
2. C. Alessi volunteered to design a structure pathway to be distributed in order to streamline the process and keep everyone on track.
3. Determine where the information Hub will be housed.

The two groups adjourned their meetings separately at 2:45 pm. Next Meeting will be held on February 11 at 1:00pm.