

2015 Exploring Technology Grants

Thousands of technology employment opportunities in Washington State are currently going unfilled because there are not enough qualified workers. The Washington State Library (WSL) believes that access is the perfect starting point for awareness and education surrounding technology. We want to empower libraries as exploration centers for youth. We believe that enabling libraries to offer technology programs will improve access, skills and opportunities for youth. This project is designed to help libraries engage up to 20 youth at one time to help them develop their technological skills.

This grant cycle offers a Lego® Mindstorms® robotics kit or an EggBot® robotics kit to four libraries in Washington State. We expect youth will increase their science, technology, engineering, math (STEM) skills through interaction with the kits.

Total Requested: \$103,293

Total Awarded: \$29,718

Organization: City of Longview **Award:** \$6,471.00

Title: Snow Ball Winter Program

Abstract: The Snow Ball is a year-end event for youth and families. Middle grade and teen participants will have the opportunity to use the Eggbot to design a globe ornament. Our goal is to generate interest in our maker program which provides youth training in STEM concepts in a fun environment.

Organization: Columbia County Rural Library District **Award:** \$8,388.00

Title: Robotics Mentor Program

Abstract: The focus of our Robotics Mentor Program is to recruit high school students concurrently enrolled in a robotics class to mentor middle school students in robotics and programming. Our goals are to stimulate interest for STEM subjects in mentees, reinforce STEM content in mentors, and foster community involvement.

Organization: Confederated Tribes & Bands of the Yakama Nation **Award:** \$8,388.00

Title: Yakama Nation Library Lego Mindstorm Robotics Project

Abstract: The Yakama Nation Library (YNL) will implement the Lego Mindstorm Robotics project to offer exploration and accessibility to new technology. The goal of this project is to help youth of the Lower Valley community explore and increase awareness of science, technology, engineering, and mathematics (STEM) careers. Goal: The Library will increase and improve the awareness of science, technology, engineering, and mathematics (STEM) careers among young patrons.

Organization: Spokane Public Library **Award:** \$6,471.00

Title:

Abstract: The Spokane Public Library's EggBot Draw-A-Lot program demonstrates creative thinking and inquiry in youths. This project will: Assess and develop science, technology, and inquiry skills of participants.
By providing the participants with educational-driven programs and learning experiences, we will empower youths to succeed in the STEM field.