



## Computing ACES: Building Aptitude, Confidence, and Engagement for Students

### **Summary:**

Computing ACES is a novel model to reach high school students not necessarily in computer science classes, but having potential for computing/technology beyond a basic level. The project's model of continuous engagement will expose these students to and get them excited about Computer Science education and careers.

### **Selected Activities:**



#### Enrichment targeted to high-school business and technology courses

- ❖ Introduce modules to teach computing principles
- ❖ Use existing business and technology courses
- ❖ Use a fun, engaging, and gender-sensitive approach
- ❖ Use high-level, eye-catching, game-like environments for teaching fundamental CS concepts



#### Encourage Female Students

- ❖ Connect high school female students with:
  - university female faculty members
  - female undergraduate students in computing disciplines
  - successful women in computing
  - professional women's groups and industry contacts



#### Professional Development for High School Teachers

- ❖ Offer a summer computing workshop for high school teachers
- ❖ Select teachers from technology, as well as math and science
- ❖ Broaden the reach of engagement to students from various disciplines



#### Summer Computing Fiesta

- ❖ Host a five day "computing is fun" Computing Fiesta on PVAMU campus
- ❖ Goal is that students are involved in fun activities
- ❖ Provide stipend for attending
- ❖ Encourage high school female students to attend the Fiesta

### **Project Personnel:**

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