inspirar a las niñas y las jóvenes a ser fuertes, inteligentes y decididas.℠

inspiring all girls to be strong, smart, and bold.℠
ATTENDANCE & ENGAGEMENT

• Keeping groups at 8-10 participants
• Working with parents, guardians and community partners to get kids to groups
• Using Online “Classrooms” such as Google Classroom and Class Dojo
• Providing technical support when possible
• Building group dynamics for the most positive experience for all
• Providing consistent programming
• Free Programs
VIRTUAL STEM PROGRAM

SUCCESSES

• Providing Materials or using common household and recycled materials
• Adapting activities
• Using Technology to our advantage
• Exploring topics the participants are interested in
• Playing games
• Positive interactions
• Back up plans
• Dynamic team that’s ready to support each other
• Experiential Learning Cycle
WHAT A SESSION LOOKS LIKE

• **Check-In:** This gives participants a chance to let the group know how they are feeling that day and if they need any support, ultimately building trust amongst participants.

• **Game:** Games help to energize and engage the group while also building teamwork and communication skills.

• **Activity:** Activities are chosen specifically for the group based on their interests, age and ability and adapted when needed to meet the needs of the group.

• **Experiential Learning Cycle:** this happens throughout the entire session with every game and activity and is a great way to keep participants engaged and to ensure that they are getting the information that is intended from the activities. Learning activities are designed to recognize the knowledge and experience that participants bring to the program. Rather than lecturing or telling, we set up actual experiences that enable participants to draw their own conclusions, to examine their own attitudes, to get excited about a new idea, to see a skill in action, to learn from other participants, and to practice new ways of behaving.

• **Check-Out:** During this time participants can talk about how the session went for them and facilitators can let them know about what they need for the next session.
<table>
<thead>
<tr>
<th>CHALLENGES</th>
<th>SOLUTIONS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Scheduling Conflicts</td>
<td>We have offered multiple time slots that families can sign up for throughout the day to work with their schedules. Working with schools to make sure we are not scheduling at the same time as other programs.</td>
</tr>
<tr>
<td>Screen Burnout</td>
<td>Limiting the length of sessions and making sure they are doing hands on activities and active games have helped to make the experience less about the screen.</td>
</tr>
<tr>
<td>Technology Issues</td>
<td>We offer whatever help we can when a participant is having issues with their device or internet, these issues are not always fixable in the moment so we follow up with parents to help make things better for the next session. We are also prepared to step in and help a facilitator when they are having internet issues.</td>
</tr>
<tr>
<td>Lack of Supplies</td>
<td>Always have a backup plan! Adapting activities in different ways to make sure every participant is included, even if they don’t have the same supplies as others.</td>
</tr>
</tbody>
</table>
HELPFUL STEM RESOURCES

- https://accessmars.withgoogle.com/
- https://www.discoveryeducation.com/
- https://zoo.sandiegozoo.org/live-cams
- https://artsandculture.google.com/project/national-park-service
- https://oceanfirsteducation.blue/360-VFTs-Lesson-Plans
- https://newmexicowildlifecenter.org/virtual-visits/
- https://aqua.org/media/virtualtours/baltimore/index.html
- https://explore.org/livecams
- https://www.exploratorium.edu/
Thank you!

rcalhoun@girlsincofsantafe.org

https://girlsincofsantafe.org/