

Bringing equity to STEAM education by igniting educators and learners to reach their full potential.

## **Executive Summary**

### **Vision**

Silicon Box is a 501(c)(3) non-profit that creates **innovation opportunities** for **underrepresented and underserved groups** through the intersection of business, science, technology, engineering, art and math. Through our mobile and physical maker spaces, communities of educators and learners can flourish in a collaborative environment to **create new skills**, **lasting mentors**, **and career opportunities**.

## **Mission**

Broaden participation of underrepresented groups (women, underrepresented minorities, low-income, rural, first-generation, homeless, and disabled) in STEAM fields.

Maintain year-round programs for students aimed at increasing new skills, lasting mentors, and career opportunities.

Establish and maintain STEAM partnerships within the state and across the nation to offer high quality STEAM programs based on researched best practices.

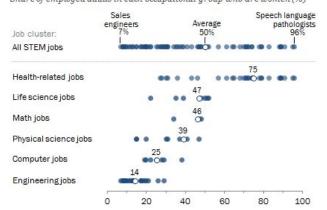
Provide mentoring programs for youth in the early stages of their STEAM exploration.

## **FACTS**

## Women are Underrepresented in Pending Board Approval Engineering, Computer & Physical Science

#### Representation of women in STEM jobs varies widely

Share of employed adults in each occupational group who are women (%)



Note: Based on employed adults ages 25 and older. Each circle represents a single occupation (e.g., mechanical engineer, registered nurse). Engineering includes architects. STEM stands for science, technology, engineering and math.

Source: Pew Research Center analysis of 2014-2016 American Community Survey (IPUMS). "Women and Men in STEM Often at Odds Over Workplace Equity"

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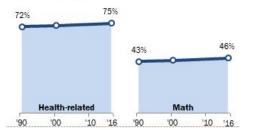
"Women remain underrepresented in engineering (14%), computer (25%) and physical science (39%) occupations."

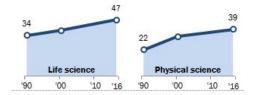
# Women's representation in computer jobs has declined since 1990

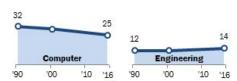
"... the share of women has actually *decreased* in one of the highest-paying and fastest-growing STEM clusters – computer occupations. In 1990, 32% of workers in computer occupations were women; today women's share has dropped to 25%."

### Women's representation in computer jobs has declined since 1990

Share of employed adults in each occupational group who are women (%)







Note: Based on employed adults ages 25 and older. Engineering includes architects.

Source: Pew Research Center analysis of 1990 and 2000 decennial censuses and 2014-2016 American Community Survey (IPUMS). "Women and Men in STEM Often at Odds Over Workplace Equity"

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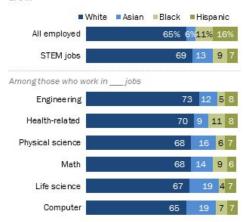
## Blacks and Hispanics only account 18 Port 10 % of the Blacks and Hispanics only account 18 Port 10 % of the Blacks and Hispanics only account 18 Port 10 % of the Blacks and Hispanics only account 18 Port 10 % of the Blacks and Hispanics only account 18 Port 10 % of the Blacks and Hispanics only account 18 Port 10 % of the Blacks and Hispanics only account 18 Port 10 % of the Blacks and Hispanics only account 18 Port 10 % of the Blacks and Hispanics only account 18 Port 10 % of the Blacks and Hispanics only account 18 Port 10 % of the Blacks and Hispanics only account 18 Port 10 % of the Blacks and Hispanics only account 18 Port 10 % of the Blacks and Hispanics only account 18 Port 10 % of the Blacks and Hispanics only account 18 Port 10 % of the Blacks and Hispanics only account 18 Port STEM workforce

Blacks and Hispanics made up around ... 27% of the overall U.S. workforce as of 2016, but together they accounted for only 16% of those employed in a STEM occupation.

#### Blacks and Hispanics underrepresented across most STEM job clusters

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% of employed adults in each occupational group who are ...



Note: Based on employed adults ages 25 and older. Whites, blacks and Asians include only non-Hispanics. Hispanics are of any race. Other and mixed race non-Hispanics are not shown. Engineering includes architects. STEM stands for science, technology, engineering and math.

Source: Pew Research Center analysis of 2014-2016 American Community Survey (IPUMS).

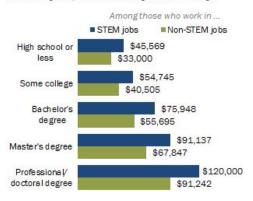
"Women and Men in STEM Often at Odds Over Workplace Equity"

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## **STEM Workers Make More**

#### STEM workers tend to earn more than similarly educated non-STEM workers

Median annual earnings of full-time, year-round workers ages 25 and older with positive earnings



Note: Figures based on 2016 dollars. Some college includes those with an associate degree and those who attended college but did not obtain a degree. Professional degree includes those with an M.D., DDS, DVM, LL.B. or J.D. Doctoral degree includes those with a Ph.D. or Ed.D. STEM stands for science, technology, engineering and math.

Source: Pew Research Center analysis of 2014-2016 American Community Survey (IPUMS).

"Women and Men in STEM Often at Odds Over Workplace Equity"

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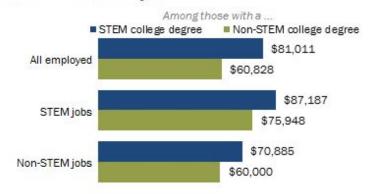
"Among those with some college education, the typical full-time, year-round STEM worker earns \$54,745 while a similarly educated non-STEM worker earns \$40,505, or 26% less."

## **STEM Workers Make More**

"Among college-educated workers employed full-time year-round, the median earnings for those who have a STEM college major are \$81,011, compared with \$60,828 for other college majors."

## STEM college majors tend to earn more than non-STEM college majors

Median annual earnings of full-time, year-round workers age 25 and older with at least a bachelor's degree



Note: Based on adults ages 25 and older employed full-time year-round with positive earnings who have completed a bachelor's degree. College degree refers to the major field of study of the bachelor's degree. STEM stands for science, technology, engineering and math.

Source: Pew Research Center analysis of 2014-2016 American Community Survey (IPUMS). "Women and Men in STEM Often at Odds Over Workplace Equity"

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## Solutions

## Skills

We want to ignite the creativity and excitement for STEAM by bringing hands on STEAM activities and resources to communities.

Our activities are inclusive and culturally aligned with a low barrier of entry.

We aim to nurture and grow our communities with programs from K-12 and beyond.



Image From https://www.ibm.com/thought-leadership/shecanstem/

## **Mentors**

#### DRAFT -Pending Board Approval

Both mentors for educators and learners are needed.

Matching mentors that culturally identify with the learner will be our goal as this can create the needed role model to break down barriers.

Strong industry involvement will create new relationships for educators and mentors alike.



Image from https://portlandleadership.org/career-mentoring

## **Career Opportunities**

We will partner with industry to provide career opportunities for all that participate in our programs.

Help learners prepare for the workforce through resume building, interview training, and networking.

Focus will be on gaining hands on experience via internships and coops.

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true ventures

## Programs

## **Programs**

Long term programming with partnerships at K-12 and home school programs

Teacher professional development

Capstone project with international travel

**Community Outreach** 



## K-12 Programming

## Maker Fest | One Day Event | \$169<sup>Pending Board Approval</sup>

Serves up to 125 students (15-25 students per hour).

Fest style setup with 4-6 hands on activities which are grade specific

Meet engineers, artist, and scientist from your community

Get exposure to latest prototype equipment: CNC, 3D printing & Laser cutting

Online training with Q&A for educators with resources to continue lessons in the classroom



Image From: http://hhsmakerfaire.weebly.com/

## DRAFT -Make & Take | One Day Event | \$799 | Spending Board Approval

Serves 20 students per hour

Students work on a project that they build themselves in under 1 hours and are able to take home.

Full supervision from trained staff on equipment safety is provided

Online training with Q&A for educators with resources to continue lessons in the classroom



https://syvnews.com/news/local/education/solvang-school-district-earns-national-recogniti

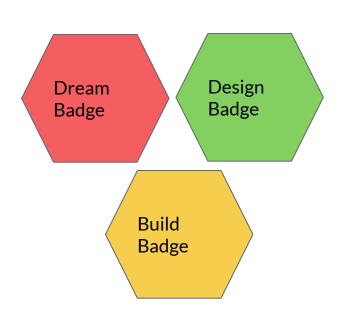
## Dream, Design, Build 3 Day Event S2499

Using design thinking students will create a product that they dream of over a 3 day period

Students work in groups for third grade and above, K-2 work with a staff mentor to build their idea

Multiple skills are learned and tracked with badges

Online training with Q&A for educators with resources to continue lessons in the classroom



# Teacher Professional Development

# Teacher Professional Development Support

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As part of our program we provide online and onsite training for the programs we provide

We link educators with a network of industry resources to help continue building relationships

We provide kits for teachers that are aligned to Next Generation Science Standards at each grade level

# Capstone Project with International Travel

## **Capstone Project**

Student 18+ or with a parent will be able to participate in a trip to Shenzhen China

Project to build a mobile device by sourcing, bartering, and purchasing the parts they need

Trip will include tours of electronics parts superstore, manufacturing facilities and garment factories.

## DRAFT - Pending Board Approval



Image from: http://ledpixelart.com/shenzhen/

## Community Outreach

## **Community Outreach**

We will support activities at various community events such as Farmer's Markets, Churches, & Faires.

We will partner with libraries and mobile book mobiles to travel to rural areas that are under-served

We will partner with organization such as the Boys and Girls club

## Measuring Impact

## **Examples of Metrics**

## DRAFT - Pending Board Approval

#### Student Metrics:

- Number of students participated
- Increase UR group percentage engagement
- Number of repeat student year to year (retention)
- Increase number of students interested in STEAM. Measure baseline excitement level before introduction to program and then measure excitement after.

#### Teacher Metrics:

- Number of teacher participated
- Number of repeat teachers year to year (retention)
- Measure level of confidence with teaching STEAM related topics before and after
- Net promoter score

## Financials

# People are our greatest resource

By providing benefits with above market compensation we will be able to provide the highest quality program to achieve our success.

F19 Total Budget \$4,319,600

Pending Board Approval Volunteers | 50 x \$0 FY19 People Budget **\$2MM** Teaching Staff | 36 x \$35K Scheduling Manager x 4 | \$30K Curriculum Manager | \$50K Executive Director | \$60K Health Insurance | \$100K Office & Storage | \$48K **FY19 Business Expenses** \$93.6 Travel and Meals | \$36K Umbrella Insurance | \$3.6K Supplies | \$3.6K 12 Mobile Units | \$600K **FY19 Non-recurring** expenses Tools & Supplies | \$120K \$720K

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## **Impact and Income Assumptions**

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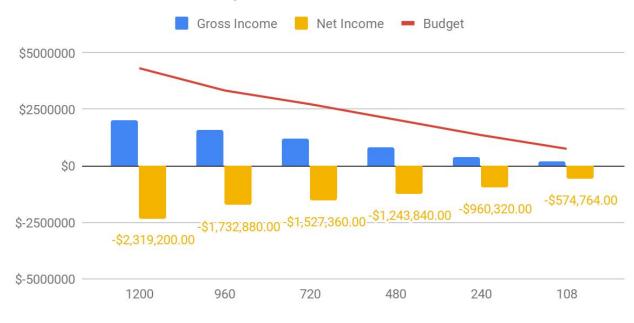
There are ~ 1200 K-12 Schools in Oregon with ~587,000.

The average cost of an event is \$1666.

If we reached 20% (240 schools, ~120K Students) of all schools in Oregon we would need \$960,000 in donations.

IMPACT: 120,000 students with STEAM experience

#### **Annual Income Assumptions**

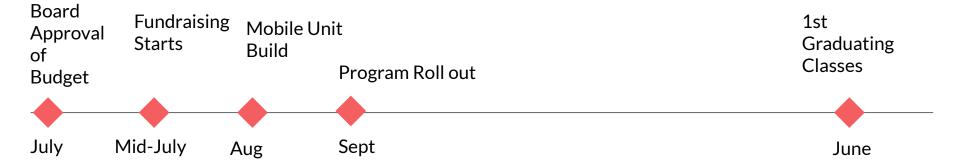


Number of Schools Reached Annually

## Timeline

## 2019 Milestones

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# Integrity, Trust & Voice

## **Boards**

In addition to our board of director we will support an **Advisory Board** with industry resources to help support our effort and make programs that help our communities.

We will also support a **Learner's Board** that will have representation from students in order to continuously improve our programs.

## **Board of Directors**

President - Neel Banerjee: Graduated from University of Michigan with an Bachelor degree in electrical engineer. He has with more than a decade of experience in product development. His career has spanned the entire customer and product development lifecycle, working for companies like Columbia Sportswear, Hewlett-Packard and Urban Airship. He loves spending time with family, biking, skiing, and working on Diesel engines. (No corporate affiliation)

Vice President - Jeff brings over 15 years of business development including opening a satellite office for a re-insurance company, opening a retail store, founding a non-profit, starting a cidery, and expanding revenue streams for existing businesses. Jeff has instructed many with skills development and vocational rehabilitation. Jeff also has experience working with tractors, MGs, and wine making equipment as he enjoys working with his hands. He spends his free time with his son, writing poetry, flyfishing, canoeing, and hiking. (No corporate affiliation)

Secretary - Holli Ogle: Holli Ogle is an engineer, entrepreneur, and OSU MBA program alumnus. She has an impressive resume which includes tech companies, eleven patents, international work experience, and real estate ventures. (No corporate affiliation)

## References

[1]

https://www.pewsocialtrends.org/2018/01/09/blacks-in-stem-jobs-are-especially-concerned-about-diversity-and-discrimination-in-the-workplace/

- [2] https://www.pewresearch.org/fact-tank/2018/01/09/7-facts-about-the-stem-workforce/
- [3] https://www.edweek.org/ew/section/multimedia/data-us-graduation-rates-by-state-and.html

## In 2017 Oregon was 3rd worst in Hesting Board Approval Graduation

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Bottom 13 National High School Graduation Rates 2016-2017

