



## “Girls Who Game” After School Learning Opportunity

### The Reality

Computing skills are the most sought-after in the job market, with demand growing 3X the North American average. Less than a quarter of computing jobs are held by women, and that number is declining.

We are looking to help bridge this gap by providing an afterschool “Girls Who Game” club to support young females as well as educators across North America with the chance to learn more about gaming and build STEM skills using Minecraft as a learning tool.

### Goals of the “Girls Who Game” Club:

- Increase female engagement in STEM (Science, Technology, Engineering, and Mathematics) fields of study
- Develop and apply skills, behaviors, and dispositions (critical thinking, collaboration, communication, creativity, problem solving etc.) to authentic learning experiences
- Build capacity using *Minecraft* (computational thinking and coding) and its application and connection to other subjects
- Opportunity to communicate and collaborate with students and educators throughout North America
- Connect with female mentors in STEM fields to create awareness of opportunities in the workforce



### Participation Details

In order to ensure a successful experience a commitment to ALL dates below is required.

- **Kick off Meeting:** October 29, 2019 3:00 – 4:00 PM
- **Club Meeting Dates:** TBD
- **Club Meeting Location:**  
Plainfield Central High School  
24120 W. Fort Beggs Drive  
Plainfield, IL 60544



G I R L S

W H O

G A M E



Microsoft

## Girls Who Game Club – Application and Participation Form

Please take a moment to read and complete the application and intent to participate form below. In order for your child to be considered for this learning experience all elements of this form must be completed.

### Participation in the Club:

I give permission for my child, \_\_\_\_\_ in grade \_\_\_\_  
from school, \_\_\_\_\_ to participate in the  
“Girls Who Game” learning experience.

Please initial each line below to indicate your understanding and consent to the following:

\_\_\_\_\_ My child can collaborate and communicate virtually with other *Girls Who Game* clubs throughout North America under teacher supervision during club meeting times.

\_\_\_\_\_ My child can communicate with an assigned female mentor virtually to support building an awareness of STEM fields during club meeting times.

\_\_\_\_\_ My child has a signed media release on file with the school to provide opportunities to share this learning experience (weekly activities and videos) through social media outlets such as twitter.

\_\_\_\_\_ Students will need to provide their own transportation to all meetings and after school club experiences.

Parent Signature: \_\_\_\_\_ Date: \_\_\_\_\_

