FY19 SAMPLING of OTHER STEM PROGRAMS & ORGANIZATIONS — TWIN CITIES

X=checked for updates

FY19	STEM Organization/Program	During school	Out of school	Grade Levels	Website	Additional Notes
X	American Chemical Society – ACS Kids Zone	X	X	4 – Post Sec	https://www.acs.org/content/acs/en/education/outreach/acs-kids-zone.html	Education resources, professional development, programs for school and after-school
X	The Bakken Museum	X	X	3-12	https://thebakken.org/	Museum open to public; programs for schools; summer and after-school programs
X	Base Camp – Northern Star Scouting	X	X	K-12	http://www.explorebasecamp.org/	Opportunities include rock climbing, ropes course, archery, and team games, along with state-of-the-art technology. All youth are served through field trips, lock-ins, retreats, summer camps, private parties, and community group activities. All programs help youth reach their goals. Field trip programs are: trust building, teamwork, STEM exploration, STEM discovery, outdoor skills, and emerging leaders.
X	Bell Museum of Natural History	X	X	Pre-K-12	https://www.bellmuseum.umn.edu/groups/	Museum open to public; programs for schools; summer and after-school programs
X	Bell Museum Planetarium	X	X	Pre-K-12	https://www.bellmuseum.umn.edu/planetarium/	120 seat planetarium inside a 16-meter aluminum dome surrounds you in our digital theater. Dome is constructed using "seamless technology" to watch either featured productions or live presentations.
X	Boy Scouts of America		X	Pre-K-12	https://www.scouting.org/stem-nova-awards/about-stem/	STEM is part of the initiative the Boy Scouts of America has taken on to encourage the natural curiosity of youth members and their sense of wonder about these fields through existing programs. From archery to welding, Scouts can't help but enjoy the wide range of STEM-related activities. To support this initiative, the BSA developed the STEM Nova Awards program so that youth members have fun and receive recognition for their efforts.
X	Code Savvy		X	K-12	https://codesavvy.org/	Strives to make kids and teens more code-savvy through creative educational programs and services. Incubates and support community-based programs that bring technology and know-how to local kids, all the while championing gender and ethnic diversity. Dedicated to ensuring the next generation of computer science professionals represents the billions of users of tomorrow's innovative technologies.
X	Coder Dojo Twin Cities		X	3 - 11	https://www.coderdojotc.org/	Free, mentored coding environment where coders explore web and app design, gaming, systems, and electronics.
X	College of Science & Engineering	X	X	K-12	https://cse.umn.edu/college/k-12-outreach	The College of Science and Engineering coordinates programs for youth in kindergarten through high school, designed to equip youth to pursue a future in science, engineering, or mathematics that includes post-secondary education.
X	Como Park Zoo and Conservatory	X	X	K-12	http://www.comozooconservatory.org/	Zoo open to public; programs for schools; Summer and after-school programs

X	Como Planetarium	X	X	Pre-K-12	https://www.spps.org/planetarium	Planetarium that specializes in educational experiences. State-of-the-art system provides opportunities for visitors to take virtual trips through the solar system, as well as enjoy quality film productions. Science education is the goal – standards based, quality programming. Serves St. Paul Public Schools, other districts, and educational organizations.
X	Engineering for Kids of Minneapolis	X	X	Pre-K-9	https://www.engineeringforkids.com/minneapolis/	Brings the fun of science, technology, engineering, and math education to kids 4-14, through exciting camps, after-school activities, parties, and classes. They have the opportunity to design, build, test, and refine their own creations in a safe and fun environment.
X	Genesys Works	X	X	9-12	https://www.genesysworks.org	Provide pathways to career success for high school students in underserved communities through skills training, meaningful work experiences, and impactful relationships. Goal for all youth to finish high school equipped and empowered with the knowledge and skills required to achieve career success and a lifetime of economic self-sufficiency.
X	Girl Scouts River Valleys		X	Pre-K-12	https://www.girlscoutsrv.org/en/about-girl-scouts/news/2017/stem_endless_possibi.html	Leadership development organization for girls. A chance to practice a lifetime of leadership, adventure, and success. Girl Scouting builds girls of courage, confidence, and character, who make the world a better place. Aim to build girls' interest, skills, and confidence in STEM, so that they are equipped to be the future leaders in their field of choice. Life-changing STEM experiences are offered.
X	Girls Who Code		X	5-12 (Girls only)	https://girlswhocode.com/	Mission to close the gender gap in technology and to change the image of what a programmer looks like and does, by building the largest pipeline of future female engineers in the United States.
X	Hennepin County Library		X	All	https://hclib.bibliocommons.com/events/	Libraries offer events, programs, and activities in many different topics, including STEM, all year round.
X	High Tech Kids	X	X	K-12	https://hightechkids.org/	Delivers hands-on science, engineering, and technology programs and events for Minnesota kids.
X	H2O For Life		X	K-12	https://www.h2oforlifeschools.org/	Service-learning program designed to engage, educate, and inspire youth to become global citizens. School-to-school approach helps young people develop a concern for others by taking a major global crisis and scaling it down to a manageable size; one water project in the developing world. Students learn that they can make a tangible difference for the students in their partner school.
X	Leonardo's Basement	X	X	All	https://leonardosbasement.org	One-of-a-kind creative learning environment for "kids" of all ages to design and build from their imagination. Helps people build their imaginations so that they can reinvent the world.
X	Mad Science Minnesota	X	X	Pre-K-6	https://mn.madscience.org	Sparks imaginative learning. Mad Science is the world's leading science enrichment provider for children ages two through twelve. Offers unique, hands-on science adventures for kids.
X	Math Masters		X	5-6	http://www.mathmastersmn.org/	Challenges students to use critical thinking skills and problem-solving abilities in mathematics, while recognizing academic effort and achievement.

X	Minneapolis Park & Recreation Board		X	All	https://www.minneapolisparks.org/	Provides environmental programs, events, summer camps, for all ages.
X	Minnesota Academy of Science	X	X	K-12	http://www.mnmas.org/	Promote interest in and appreciation of science. Encouraging and facilitating excellence in science and science education at all levels, and by sponsoring programs and activities for science students, science teachers, scientists, and other interested adults. Our programs include team competitions, individual paper and project competition that promote scientific research. Awards are given out, and many students advance to national and international competitions.
X	Minnesota Children's Museum	X	X	Pre-K-4	https://mcm.org/	Museum open to public; programs for schools; summer and after-school programs
X	Minnesota Computers for Schools	X	X	Pre-K-12	https://mncfs.org/about/our-work/stem	STEM careers are crucial to the success and economic development of Minnesota. Unfortunately, the number of individuals retiring from STEM-related careers is surpassing the number of students studying and preparing for a career in STEM fields. Working with multiple schools to ignite student's interest in STEM-related fields: Atomsmith Chemistry Simulation Labs, Robotics and Lego Leagues, and Computers in the Classrooms.
X	Minnesota Department of Education	X	X	K-12	https://education.mn.gov/MDE/dse/stds/stem/	STEM education provides intentionally designed and linked learning experiences for students to develop and apply understandings of STEM concepts and processes. MDE supports STEM achievement for all learners by providing guidance and technical assistance on implementation of academic standards, current literacy best practices, multi-tiered systems of intervention, and STEM policy administration. Special projects: https://getstem-mn.com/ Recognition and Awards: https://www.paemst.org/ National Youth Science Camp: https://nysf.smapply.io/
X	Minnesota Math Counts		X	6 - 8	https://www.mathcountsmn.org/	National enrichment, coaching, and competition program that promotes middle school/junior high mathematics. Challenges students' math skills, develop self-confidence, and reward achievement. Preparing today's students to be tomorrow's leaders.
X	Minnesota Mathematics League		X	7-12 (7 and 8 summer only, 9-12 all year)	http://mnmathleague.org/	Exists to identify students who have unusual mathematical ability or interest, to give them recognition and encouragement, to bring them together with similar students, and to give them the opportunity to study topics not commonly taught in the high school curriculum.
X	Minnesota Sea Life Aquarium	X	X	Pre-K-12	https://www.visitsealife.com/minnesota/	Museum open to public; programs for schools; summer and after-school programs
X	Minnesota Science Olympiad		X	K-12	http://www.minnesotaso.org/	Mission to promote STEM education for students in K-12 schools by engaging communities in the thrill, excitement, and challenge of science, technology, engineering, and math competition.

						Team competition is patterned after track tournaments with challenging and motivational events ranging from earth science through physics.
X	Minnesota STEM			All	http://mn-stem.com/stem/	Search engine to find MN STEM opportunities for students, speakers, teachers, businesses
X	Minnesota STEM Network - SciMath			All	https://www.scimathmn.org/	Advocates for effective, engaging, and rigorous STEM opportunities for all Minnesota students, preparing them for citizenship, career, and college. Minnesota Teacher Center, Minnesota STEM Network, Policymaker Briefings, and TIMSS (Trends in International Mathematics and Science Study) compares Minnesota students to students around the world.
X	Minnesota STEM Partnership	X	X	K – Post-Secondary	https://minnesotastempartnership.org/	Lifelong support and partnership intended to guide students (and especially their families) through a multitude of options in STEM activities and professional development from Kindergarten to career. Increasing diversity in STEM Programs, positively influence post-secondary high school graduation & continuation rate %'s, and prepare students for STEM workforce pipeline fulfillment.
X	Minnesota Transportation Museum	x	x	All	http://www.transportationmuseum.org/	Museum open to public; programs for schools; and out of school programs
X	Minnesota Zoo	X	X	Pre-K-12	http://mnzoo.org/	Zoo open to public; programs for schools; Summer and after-school programs
X	National Summer Transportation Institute		X	7-9	http://www.cts.umn.edu/education/prospective/national-summer-transportation-institute	Learning about science, engineering, and transportation in an interactive, hands-on environment. Explore careers and education opportunities related to transportation. Free two-week summer camp at the University of Minnesota introduces students to many aspects of the transportation field through going on field trips around the Twin Cities, participating in hands-on lab activities, and learning from experts about what it's like to work in transportation.
X	Pacer Center – E.X.I.T.E. Camp		X	6-9	https://www.pacer.org/students/exite.asp	E.X.I.T.E. camp is to empower middle school girls with disabilities in the fields of STEM. Provides a safe and supported environment for hands-on learning as well as a place to meet new friends and create lasting memories.
X	Pacer Center – Tech for Girls Club		X	5-12	https://www.pacer.org/workshops/?fltr=Tech%20for%20Girls%20Club	Invites girls with disabilities to roll up their sleeves and get messy while having fun with STEM. Girls will explore the wonderful world of science in a fun environment; all skill levels are welcome.
X	Project Lead the Way	X		Pre-K-12	https://www.pltw.org/	Creates an engaging classroom environment that empowers students to develop and apply in-demand, transportable skills by exploring real-world challenges. Pathways in computer science, engineering, and biomedical science – students not only learn technical skills, but also learn to solve problems, think critically and creatively, communicate, and collaborate. Teachers are provided with the training, resources, and support the need to engage students in real-world learning.

X	Raptor Center	X	X	K-12	https://www.raptor.umn.edu/	Variety of programs geared toward audiences of all ages. Rehabilitates sick and injured raptors, while helping to identify emerging environmental issues related to raptor health and populations. Also trains veterinary students and veterinarians from around the world to become future leaders in raptor medicine and conservation.
X	Science Museum of Minnesota	X	X	K-12	https://www.smm.org/	Museum open to public; programs for schools; summer and after-school programs
X	STARBASE Minnesota	X	X	4 - 6	http://www.starbasemn.org/	Increase their knowledge, skills, and interest in STEM. Students see their future possibilities in STEM-related careers as they investigate the extreme potential of flight and planetary conditions of Mars while identifying design/engineering needs of rover and human missions.
X	St. Paul Parks and Recreation		X	All	https://www.stpaul.gov/departments/parks-recreation	Provides environmental programs, events, summer camps, for all ages.
X	Technovation Challenge		X	7-12	https://technovationmn.org/	A celebration of young women in technology! Appalooza is the festive finale of the Technovation Challenge in Minnesota. In the past more than 80 teams of high school and middle school girls have spent three months imagining, designing, and building mobile apps to solve community problems and to compete in a an international app building challenge.
X	Three Rivers Park District		X	All	https://www.threeriversparks.org/	Provides environmental programs, events, summer camps, for all ages.
X	The Works	X	X	Pre-K-6	https://theworks.org/	Museum open to public; programs for schools; summer and after-school programs