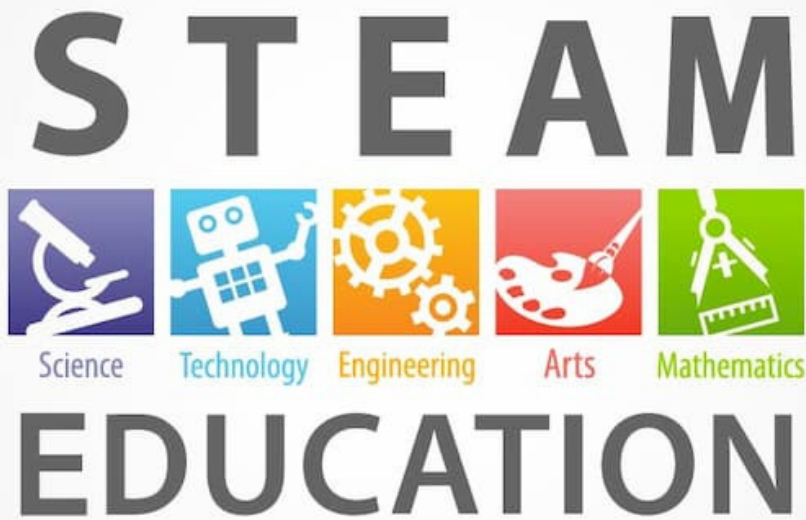


STEAM NEWSLETTER

THE OFFICIAL NEWSLETTER FOR THE ILLINOIS
DEPARTMENT OF INNOVATION & TECHNOLOGY (DoIT)
STEAM EDUCATION GROUP



Back at Headquarters

Happy Holidays from DoIT

Wishing you and yours a happy and healthy
holiday season.

See these [guidelines from the CDC on Holiday Celebrations and Small Gatherings](#) to ensure the safety of yourself and loved ones from COVID-19.



News & Events

CyberStart America Competition is Now Open For Registration Through March

CyberStart America, the sequel to Girls Go CyberStart which premiered last year, is a national program of online challenges that allow high school students to act as cyber protection agents, solving cybersecurity-related puzzles and exploring related topics such as code breaking, programming, networking, and digital forensics. 381 students from Illinois high schools participated in 2019 with 45 making it to the national finals. A national program offered free of charge, CyberStart America could open doors for job opportunities and even scholarships. Spread the word among your High School friends and family. [Click here to register.](#)

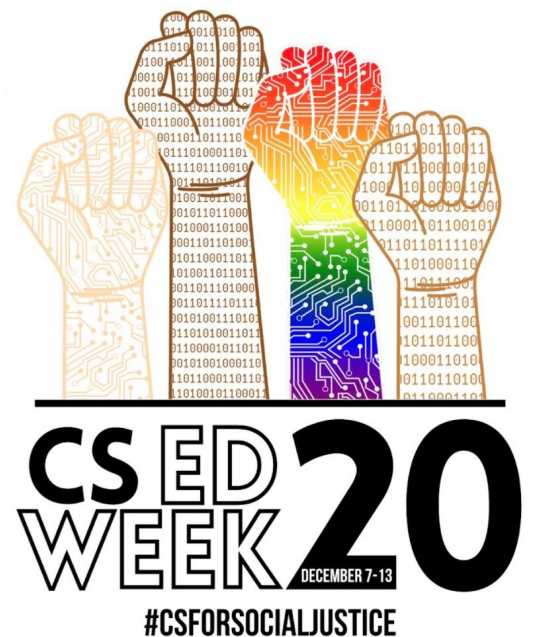


Computer Science Education Week | Dec. 7-13, 2020

Computer Science Education Week (CSEdWeek) is an annual call to action to inspire K-12 students to learn computer science, advocate for equity in computer science education, and celebrate the contributions of students, teachers, and partners to the field. This week is held in recognition of the birthday of Admiral Grace Murray Hopper (December 9, 1906), who invented the first compiler and coined the term “bug” (an error in a program) after removing an actual moth from a computer in 1947.

Find more information about #CSEdWeek by [clicking here](#).

Keep up with this on Twitter [@CSEdWeek](#) and use the hashtags #CSEdWeek #CSforGood #CSforSocialJustice



Hour of Code™



Bring computer science to your school. Start with an Hour of Code! With technology changing every industry on the planet, computing knowledge has become part of a well-rounded skill set. But fewer than half of all schools nationwide teach computer science! Good news is, we're on our way to change this. If you heard about the Hour of Code last year, you might know it made history. 100 million students worldwide have now discovered how accessible and fun computer science can be by doing just one Hour of Code. The Hour of Code is a one-hour introduction to computer science, designed to demystify code and show that anybody can learn the basics. Learn more at <http://HourOfCode.com>, try an hour yourself, or host an Hour of Code event to introduce others to the world of computing!

"The 'Hour of Code™'/'Hora del Código®' is a global initiative by Computer Science Education Week [csedweek.org] and Code.org [code.org] to introduce millions of students to one hour of computer science and computer programming."

Check out this [Hour of Code Resource Guide](#) curated by the Learning Technology Center of Illinois to help schools implement Hour of Code.

STEAM Resource Spotlight

Chicago STEM Pathways Cooperative

"Chicago has a wealth of STEM learning opportunities for youth, in classrooms and through out-of-school time experiences. However, challenges to access and equity continue to persist for young people – particularly those from communities traditionally underrepresented in the sciences. How can we work collaboratively to provide all Chicago youth with quality STEM experiences to support their academic, civic, and career development? The Chicago STEM Pathways Cooperative is a community-driven initiative that works to address inequities in the STEM learning continuum".



Future Engineers Artemis Moon Pod Essay Contest



NASA is taking remote learning to the Moon! 2020 has been a year of working and living at a distance. Now consider what it might be like if you were living with a pod of astronauts 250,000 miles from Earth. Your challenge is to imagine leading a one-week expedition at the Moon's South Pole – with the whole world cheering you on. Tell us about the types of skills, attributes, and/or personality traits that you would want your Moon Pod crew to have and why.

[Entries Due December 17, 2020](#)

Educator's Corner

STEAM resources for in-person, hybrid, + remote learning

- Explore STEM Resources for K-12 Educators with NASA
- USA Science & Engineering Festival Virtual STEM Workshop Series for Educators
- Distance Learning and Digital Resources from the Smithsonian

Let off some STEAM with these fun activities!

- **MAKE A RINK AT HOME (NATIONAL HOCKEY LEAGUE)**
 - **CONSTRUCT AT BALLOON-POWERED ROCKET (NASA)**
 - **HOUR OF CODE ACTIVITIES FOR ALL AGES**
-



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