

FOR IMMEDIATE RELEASE

## The National Computer Science Education Community Announces 434 Commitments from 119 Organizations and 288 Elementary Schools

*CSforALL Announces New Commitments from Schools, Cities, Nonprofits, and Companies to Strengthen the Computer Science Education Movement through Equity Across the Nation*



**Oakland, CA, Thursday, October 26, 2023**—As the [CSforALL](#) community advances equitable and sustainable K-12 computer science education, it is crucial that we focus on closing the education equity gaps by Strengthening the CS Movement through Equity, the theme of the 2023 CSforALL Summit. At this year’s conference, CSforALL announces 434 [commitments](#) from 119 organizations and 288 elementary schools made by our K-12 CSEd member community, consisting of nonprofits; universities and colleges; corporate partners, and more. In partnership with [CSisElementary](#), CSforALL’s commitment call-to-action has opened the commitment process to school-based organizations this year, resulting in 288 school-based commitments from schools to offer CS to one-hundred-percent of their students.

Starting in 2017, CSforALL’s national call-to-action model encourages organizations to design a specific and measurable computer science education commitment that has the potential to unlock CSEd



access and opportunities for all students. The public model allows emerging and current leaders to address unmet needs of CS education and build awareness of national CS and education challenges. This year's commitment makers had the opportunity to make commitments in these four categories: increasing equity and access among underrepresented groups; building capacity; raising awareness; and fostering racial equity. Notably, 81 organizations are prior CSforALL commitment-makers, and 10 of those organizations have made annual commitments since the implementation of the CSforALL Commitments model.

As of date, an incredible 1,556 commitments between 2017 and 2023, have been announced, celebrated, and reported at the CSforALL Summit. This year's national three-day convening, hosted in Oakland with the local partner [Kapor Center](#), brings together hundreds of thought leaders highlighting strategies for equity, removing barriers to access, building meaningful engagement for all students, and exploring ways to Strengthen the CS Movement through Equity.

The 2023 CSforALL Commitments detailed below include initiatives in all 50 states and internationally.

#### Highlights of today's announcement include:

- **Two** commitments from two **Kapor Center** locations in both Oakland and Detroit, launching **CSforOakland** and **CSforDetroit**; these city-wide initiatives will re-imagine computer science education and ensure computing is culturally responsive, culturally sustaining, and justice-oriented, while also amplifying community-centered efforts designed to expand equity in K-12 computer science education.
- An extraordinary **total of over 2.5 million beneficiaries** of these 434 commitments worldwide, including students, families, educators, and school districts.
- **74 commitments from 66 organizations**, including Learning.com, Girls Who Code, and the Lifelong Kindergarten Group focus on **increasing equitable access** for computer science learners and educators.
- **43 commitments from 39 organizations**, including Code.org, Wix Tomorrow, and the West Virginia Department of Education to **build capacity** for computer science educational opportunities in school-day and out of school settings.
- **41 commitments from 37 organizations and schools from the state of California**, including the Kapor Center, the California Department of Education, 8 universities, 3 school districts, and 8 individual schools.
  - In addition to California's participation through commitments, **ten** locally-operating California organizations are being showcased in the **Tech Town** at Summit. The Tech Town, powered by Kapor Foundation, will bring together a unique opportunity for individuals that are curious about how equitable technology approaches in K-12 education are making a long-term impact with students' education and careers. The **ten organizations in the Tech Town activation** include: Dev/Mission, Tech Exchange, Kai XR, Mission Bit, Hack the Hood, The Hidden Genius Project, TEAM, Inc., GHTech Inc, SMASH, and Career Catalyst.



- **20 college and university programs**, including UCLA, UC Davis, UC Scout, and UC San Diego, and **12 school districts**, including New York City School District #27 and Riverside Unified School District will focus on underrepresented minority groups, women and girls, students with disabilities, and students in rural communities to bolster opportunities for all computer science learners.
- **12 industry and corporate partners**, including Google, the Microsoft TEALS Project, and Sphero, will work with schools and districts to develop computer science programs and professional development, **impacting millions of students nationwide and globally**.
- **Girls Who Code** commits to providing nationwide programs that center around the experiences of girls and non-binary students using the Kapor Center's Culturally Responsive-Sustaining CS Education Framework, **servicing 90,000 students** over the next year.
- The **West Virginia Department of Education** will support professional development to provide a minimum of one trained CS teacher in every high school & middle school, and at every grade level in every elementary school in West Virginia. **These efforts will impact up to 2,500 educators that serve 100,000 students by Summer 2027.**
- **288 commitments from 288 individual schools** as a part of **CSisElementary's CS100 Award winners**, offering recognition for elementary schools nationwide that have committed to teaching computer science to 100 percent of their K-5 students. View the entire list of CSisElementary award-winning schools and their 288 commitments below.

With CSforALL and local partner Kapor Center, the [2023 CSforALL Summit](#) will convene hundreds of individuals and numerous remarkable speakers from around the country. [Notable speakers](#), include:

- Mayor Sheng Thao, Mayor of Oakland, California
- Carroll Fife, Oakland City Councilmember, D3s
- Dr. Freada Kapor Klein, Co-Chair, Kapor Center; Founding Partner, Kapor Capital; Founder, SMASH
- Mitch Kapor, Co-Chair, Kapor Center; Founding Partner, Kapor Capital
- Natasha Singer, Technology Reporter, New York Times
- Dr. Chad Womack, Vice President, National STEM Programs and Tech Initiatives, UNCF
- Nabiha Syed, CEO, The Markup
- Tawana Petty, Founding Director, Petty Propolis
- Dr. Khalia Braswell, CEO, Tech for Good, LLC

CSforALL is the national hub of the computer science for all movement with a mission to make high-quality computer science an integral part of K-12 education in the United States. We connect providers, schools and districts, funders, and researchers working toward the goal of providing quality CS education to every child in the United States, and engage with diverse stakeholders leading computer science initiatives across the nation to support and facilitate implementation of rigorous, inclusive and sustainable computer science.

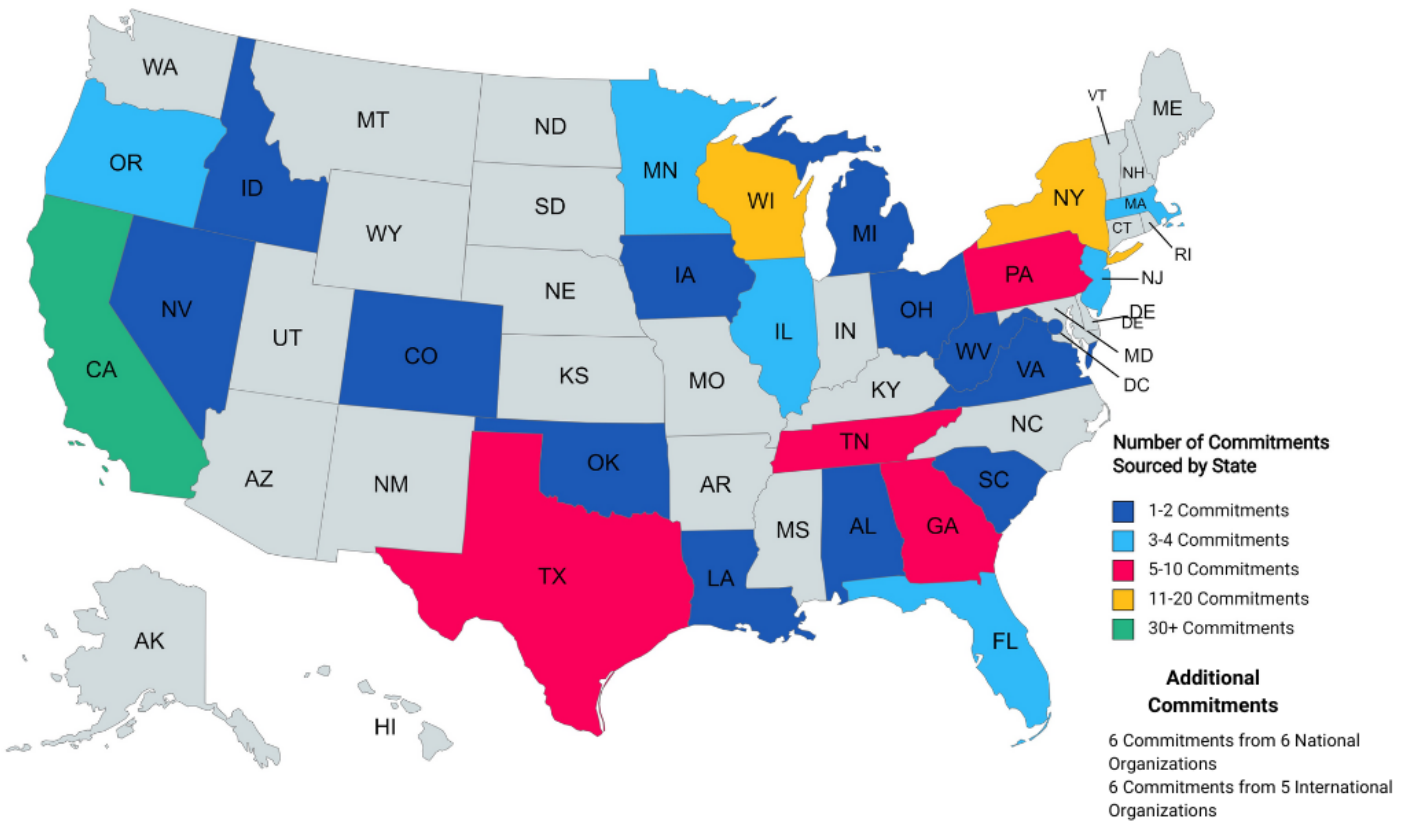
For more information: [www.csforall.org](http://www.csforall.org); Twitter: [@CSforALL](https://twitter.com/CSforALL)



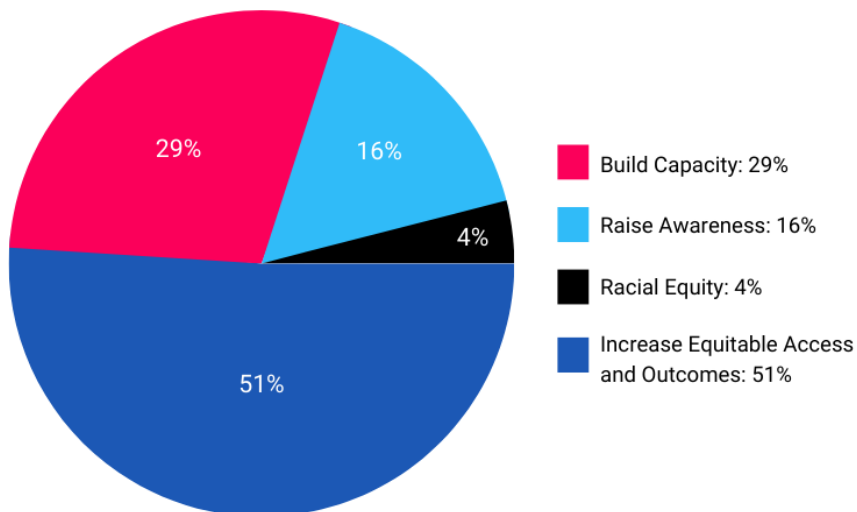
The 2023 CSforALL Summit will be held October 25–27, 2023 in Oakland, CA. For more speaker and agenda information, please visit: <https://www.summit.csforall.org>.



### Number of Commitments Sourced by Location

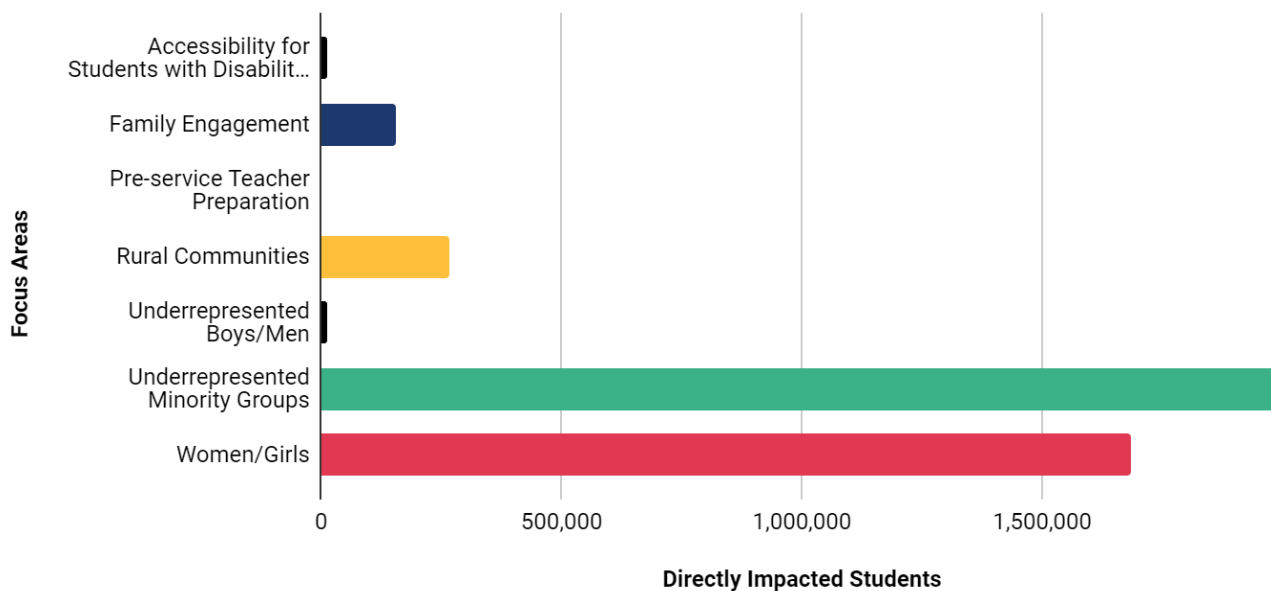


### Commitments by Summit Category

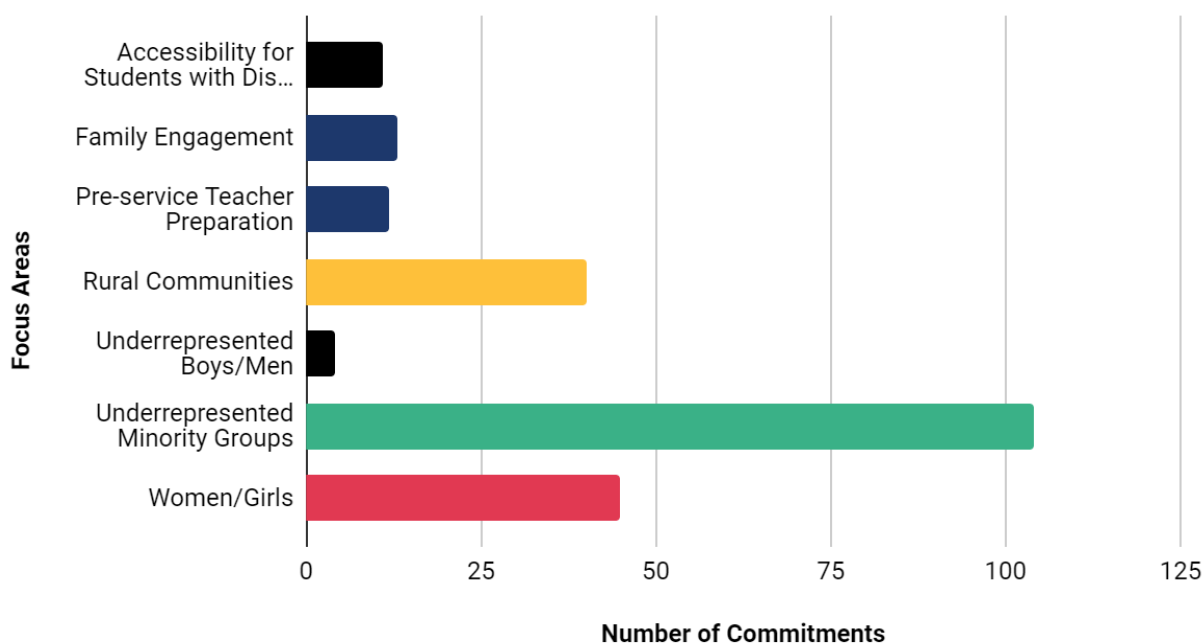




## Number of Directly Impacted Students by Focus Areas



## Number of Commitments by Focus Areas





## 2023 CSforALL Commitments

**2Sigma School** makes a commitment to offer instructor-led credit-bearing classes in computer science across the nation, serving over 5,000 individual schools by Summer 2027.

Increase Equitable Access and Outcomes

Women/Girls

Underrepresented Boys/Men

**9 Dots**, in collaboration with over 350 public school educators, will provide consistent, high-quality, rigorous computer science education throughout the state of California to 10,000 Title-I elementary school students during the 2023-24 school year.

Increase Equitable Access and Outcomes

Underrepresented Minority Groups

The **Alabama State Department of Education** makes a commitment to provide professional development for district leaders, one-on-one district and school support, and teacher professional development to 23 school districts in Southeast and Eastern Alabama by Fall 2024.

Build Capacity Rural Communities

Underrepresented Minority Groups

**AusomeTech**, in collaboration with CSTA-Staten Island Chapter, commits to providing monthly professional development workshops for 50 teachers in New York by Summer 2024.

Increase Equitable Access and Outcomes

Accessibility for Students with Disabilities

Family Engagement

**AusomeTech**, in collaboration with CSTA-Staten Island Chapter, makes a commitment to provide weekly coding classes to young adults with autism, impacting 50 students in New York by Summer 2024.

Increase Equitable Access and Outcomes

Accessibility for Students with Disabilities

Family Engagement

**Autonomous Works/Kai's Education** commits to reaching out to at least 1000 blind and low-vision students & ensuring they have the opportunity to learn the art of coding using KaiBot braille coding cards, thus fostering inclusivity and accessibility in computer science education across the states of Texas, Indiana, and New York by Summer 2024.

Increase Equitable Access and Outcomes

Accessibility for Students with Disabilities

**Beauty and Joy of Computing** are committing to translate the Beauty and Joy of Computing (BJC) CS Principles curriculum into Spanish, which will be available to all students worldwide who wish to learn engaging computer science and prefer to learn it in Spanish, impacting at least 1000 students by Summer 2024.

Increase Equitable Access and Outcomes

Underrepresented Minority Groups

**Bootstrap** will release free curricular materials that integrate into existing mainstream Algebra 2 classes using Data Science to teach core concepts including Quadratics, Exponentials, and Logarithms, impacting up to 25 school districts in Oregon, Washington, California, Utah, Massachusetts, and Michigan by Summer of 2024.

Increase Equitable Access and Outcomes

Underrepresented Minority Groups

Women/Girls

**BootUp PD**, in collaboration with American Institutes for Research (AIR) and the Idaho STEM Action Center (STEM AC), will analyze the state of computer science education across Idaho elementary schools, develop opportunities for industry partners to share computer science (CS) use and needs with education partners, and provide professional development to support strategic visioning for CS education, impacting at least 5 Idaho school districts by Summer 2024.

Raise Awareness Family Engagement

Underrepresented Minority Groups



**Breakbeatcode** commits to teaching students how to code through beat-making and music creation and supporting underserved communities by offering free curriculum, teacher training, and community events like the "Hour of breakbeatcode," impacting 10000 students in Alabama and Alaska by Winter 2025.

Raise Awareness

Underrepresented Minority Groups

**Brown Girls Code** will support an additional 1,000 underrepresented high school girls so they have access to a premium computer science education and a pathway to IT certifications through the launch of five more BGC Cyber Academies in the areas of Math, Digital Arts, Entrepreneurship, Gaming and New Technologies to promote specialization for black and brown girls in its after-school, hybrid, and virtual programs by the end of 2025.

Build Capacity Women/Girls

Underrepresented Minority Groups

**Bytes and Bits** makes a commitment to provide professional development and training for up to 50 educators on how Snapchat can be used as a learning tool in the classroom through using Lens Studio as an introduction to concepts such as JavaScript, digital marketing, and digital art, with hopes of serving 300 students in the states of Ohio, West Virginia, Kentucky, Mississippi, and Virginia by Summer 2024.

Raise Awareness Women/Girls

The **California Department of Education** commits to collaborative work between CDE CS Coordinator, CSforCA, and county offices of education that will result in the creation and rollout of digital professional learning materials (grade span standards toolkits) for over 1,000 educators across the state of California, including representation from rural communities who have demonstrated difficulty in attending in person professional learning by Winter 2024.

Build Capacity Rural Communities

**California State University, Dominguez Hills** commits to providing supplementary computer science authorizations for inservice teachers and computer science integrated coursework for preservice teachers serving 250 educators throughout California by Summer 2024.

Build Capacity

Underrepresented Minority Groups

Pre-Service Teacher Preparation

**California State University, Fresno**, in collaboration with five San Joaquin Valley School Districts, commits to equipping pre-service teachers with coding and computer science knowledge to teach coding across disciplines, engaging up to 40000 elementary school students by Spring 2028.

Build Capacity

Underrepresented Minority Groups

Pre-Service Teacher Preparation

**CESA 3** commits to providing CS Needs Assessment to communities, providing quarterly updates to districts, and providing computer science professional development throughout Southwest Wisconsin serving at least 20 teachers by Spring 2024.

Raise Awareness Rural Communities

**CESA 5**, in partnership with the Wisconsin Department of Public Instruction, makes a commitment to facilitate computer science strategic planning (SCRIPT) workshops for 35 Wisconsin school districts that serve 55,000 students by Summer 2024.

Increase Equitable Access and Outcomes

Underrepresented Minority Groups





**CESA 6** commits to providing planning workshops to assist school districts in creating a Computer Science plan in Wisconsin serving 39 school districts by Fall 2024.

Raise Awareness Rural Communities Underrepresented Minority Groups

**CESA 7** will provide SCRIPT training for 3 Education Service Districts facilitating CS education programs in the state of Wisconsin serving 1500 students by the end of June 2024.

Raise Awareness Rural Communities

**CESA 8**, in collaboration with CESA 8 Districts, commits to facilitating CESA 8 Computer Science Network Meetings, and hosting a modeling student computer science event, an investigating computer science standards workshop, and CSforALL SCRIPT workshops and check-in meetings in the CESA 8 region serving 17 teachers in Wisconsin by Summer 2024.

Build Capacity Rural Communities

**CESA 9** commits to collaborating with its 22 school districts to identify strengths, barriers, challenges and opportunities to further Computer Science education in northern Wisconsin by Summer 2024.

Raise Awareness Rural Communities

**CESA 10** commits to hosting a hands-on workshop for small groups of students and their teachers in 10 school districts in the CESA 10 region of Wisconsin to learn how and why to implement an Hour of Code event at their school by Spring 2024.

Increase Equitable Access and Outcomes Rural Communities

**CESA 12**, in collaboration with University of Wisconsin Superior, makes a commitment to provide CS 101 for credit to students in the IT pathway in Wisconsin serving 30 students by Spring 2024.

Raise Awareness Rural Communities

**Chartiers Valley Intermediate School**, in collaboration with PaTTAN and the Smithsonian Institute, makes a commitment to enhance CS opportunities for all 800 students in Chartiers Valley Intermediate School by Spring 2024.

Increase Equitable Access and Outcomes Underrepresented Minority Groups Accessibility for Students with Disabilities

**ChickTech** commits to increasing technical skills and career exploration opportunities for 90 girls & non-binary students nationwide through 1:1 mentoring & a digital citizenship cohort by Spring 2024.

Increase Equitable Access and Outcomes Underrepresented Minority Groups Women/Girls

**CMU CS Academy** commits to providing computer science curriculum, resources, and professional development sessions and support to over 2,000 active teachers serving 55,000 current students during the 2023-24 school year.

Increase Equitable Access and Outcomes Underrepresented Minority Groups Rural Communities

**Code Nation** makes a commitment to provide equitable access to high-quality computer science & coding classes and company partner offices to 1000 students from under-resourced high schools and students historically underrepresented in the tech workforce, expanding economic mobility and setting up a more diverse tech industry of tomorrow in New York, Chicago, and the Bay Area by Summer 2024.

Racial Equity Underrepresented Minority Groups

**Code Savvy** is committed to creating innovative and fun pathways for at least 5,000 students throughout Minnesota to get hands-on, mentored experiences in CS by Fall 2024.

Increase Equitable Access and Outcomes Underrepresented Minority Groups Rural Communities



**Code.org** will develop and offer free curriculum modules, lessons, and professional learning opportunities focused on expanding understanding and use of AI in classrooms across subjects as a part of the discipline of computer science, reaching at least 20,000 teachers and 250,000 students by Summer 2024.

Build Capacity Rural Communities  
Underrepresented Minority Groups

**Code/Art** commits to providing professional development workshops in creative coding to 150 K-12 teachers that serve 7500 students throughout the states of Florida, Pennsylvania, Michigan, Texas, Hawaii, Colorado, and more by Spring 2024.

Build Capacity Women/Girls

**CodeCrew** at KIPP Memphis Collegiate High and Freedom Preparatory High School makes a commitment to provide in-depth computer science lessons in Tennessee serving 100 students by Summer 2024.

Increase Equitable Access and Outcomes  
Underrepresented Minority Groups

**CodeCrew** commits to providing coding lessons and engagement with the community in Tennessee serving 43 students by Spring 2024.

Increase Equitable Access and Outcomes  
Underrepresented Minority Groups  
Women/Girls

**CodeCrew** partnering with CodeHS commits to providing students with computer engineering and computer science skills to develop fun gadgets with microbits in Memphis serving 160 students by Spring 2024.

Raise Awareness Women/Girls  
Underrepresented Minority Groups

**CodeCrew**, in collaboration with Kirby Middle School, commits to providing an after school program that exposes students to the different studies of computer science, such as coding fundamentals, app development, game development, and more, impacting 15 students in Tennessee by Spring 2024.

Raise Awareness  
Underrepresented Minority Groups

**CodeCrew**, in collaboration with Memphis School of Excellence, commits to having students integrate other subject areas within the computer science space and will have a showcase displaying their CS knowledge impacting 200 teachers in Tennessee by Spring 2024.

Raise Awareness  
Underrepresented Minority Groups

**CodeCrew**, in conjunction with Compass Community Schools-Binghampton Campus, will cultivate the principles of innovation and applied knowledge by facilitating a showcase for 50 students throughout the state of Tennessee to display their knowledge of computer science in an area of their interest by Spring 2024.

Increase Equitable Access and Outcomes  
Underrepresented Minority Groups

**CodeCrew**, in partnership with Memphis Shelby County School (MSCS), commits to providing professional development around Computer Science implementation across the districts in Tennessee serving 30 teachers by the end of Fall 2023.

Build Capacity  
Underrepresented Minority Groups  
Underrepresented Boys/Men

**CodeCrew** will provide computer science instruction for Grizzlies Prep Institute in the state of Tennessee, creating a basis of computational learning and computer literacy in CS education serving 80 students by 2024.

Raise Awareness Women/Girls  
Underrepresented Minority Groups



**CodeHS** commits to developing an engaging K-12 computer science curriculum in Spanish to support 50,000 English Language Learners in the classroom across the nation throughout the 2023-2024 school year and beyond.

Increase Equitable Access and Outcomes

Underrepresented Minority Groups

**CodeJoy** commits to offering free, hands-on professional development to over 500 teachers nationwide, including free hardware, workshops, and projects by Spring 2024.

Build Capacity Rural Communities

Underrepresented Minority Groups

**CodeVA** will initiate new partnerships with 20 Virginia schools, districts, and organizations to deliver student and educator programs to deepen computer science content knowledge and build technical skills with coding serving 1500 students by Fall 2024.

Raise Awareness Rural Communities

Underrepresented Minority Groups

**Coding with Culture** will provide culturally relevant and sustainable instruction in computer science and design thinking through the lens of Historically Black Colleges and Universities' culture and history, to partner schools nationwide that are serving underrepresented communities, with hopes to reach at least 200 students by Summer 2025.

Racial Equity Women/Girls

Underrepresented Minority Groups

**Coding with Culture** will provide quality professional development in culturally relevant and sustainable pedagogy and curriculum in computer science and STEM to around 1000 pre-service teachers at Historically Black Colleges and Universities nationwide, helping to prepare the next generation of educators to effectively teach and engage students in underrepresented communities in technology by Winter 2025.

Increase Equitable Access and Outcomes

Pre-Service Teacher Preparation

**Colorado School of Mines** makes a commitment to provide a variety of K-12 computer science outreach events as opportunities in which up to 50 undergraduate students, some whom are from underrepresented groups in computing, will serve as near-peer mentors for up to 200 K-12 students, helping to foster identity and belonging in computing throughout the state of Colorado by Summer 2024.

Build Capacity Women/Girls

Underrepresented Minority Groups

**Computing Alliance for Hispanic Serving Institutions (CAHSI)** makes a commitment to providing teacher licensure and outreach for professional development in seven US states and one union territory impacting 1000 teachers by Fall 2024.

Build Capacity

Underrepresented Minority Groups

The **Congressional App Challenge** commits to inspiring over 10,000 students from all 50 states to code a functioning app for the United States House of Representatives by Summer 2024.

Build Capacity Women/Girls

Underrepresented Minority Groups

**Cornell Tech** will partner with the New York City Dept. of Education's CSforAll team to offer a beta version of professional learning in CS content coaching to 10 teacher leads and administrators that will reach about 250 students in New York, with a goal of starting up a pilot CS Content Coaching Lab for NYC Public Schools by Summer 2024.

Build Capacity

Underrepresented Minority Groups

Accessibility for Students with Disabilities

**CS4NorCal**, in collaboration with SSDA, makes a commitment to recruit at least 30 new teachers representing 10 new schools across the 6

Raise Awareness Rural Communities



counties of Lassen, Modoc, Plumas, Glenn, Shasta and Siskiyou in California to learn and participate in the Summer of CS, serving 30 school districts by Summer 2024.

**CS4Youth**, in collaboration with CSforMA, commits to providing Robotics Summer camps supported by LearnCS, a project based school year online course, to help 100 students develop digital portfolios throughout the state of Massachusetts by Summer 2024.

- Increase Equitable Access and Outcomes
- Underrepresented Minority Groups
- Accessibility for Students with Disabilities

**CSEdResearch.org** commits to creating a set of 6-8 podcasts and practice briefs serving 1000 teachers nationwide, directly generated from our weekly discussion groups serving 1000 teachers nationwide and focused on K-5 computer science education practices that have shown to be promising for reaching all students by Spring 2024.

- Increase Equitable Access and Outcomes
- Women/Girls
- Underrepresented Minority Groups

**CSEdResearch.org** will commit to creating and refining toolkits for K-2 teachers across the US to create a sense of belonging for girls of color in CS, impacting 45 teachers by Fall 2026.

- Racial Equity
- Women/Girls
- Underrepresented Minority Groups

**CSforMA, Inc.**, in collaboration with the Massachusetts Department of Elementary and Secondary Education, makes a commitment to work with a minimum of 15 district teams, consisting of administrators and teachers across all grade levels to engage in the SCRIPT process to develop a CS vision for their district, identify goals that will ensure CS for all students within their targeted grade band(s), perform a gap analysis of coverage, evaluate different curricula that have been cross-walked to the DLCS standards, select the curricula that best addresses the needs of the district, and recruit the educators who will implement those curricula and attend professional development in Massachusetts over the summer of 2024.

- Build Capacity
- Rural Communities

The **CSForNY Coalition**, in collaboration with CSTA NYC, commits to providing support with K-12 school district computer science planning and implementation serving 250 school districts in New York by Fall 2024.

- Raise Awareness
- Rural Communities
- Underrepresented Minority Groups

**CSTA Miami** makes a commitment to provide opportunities for 100 teachers to get professional development and stipends to improve CS education in Florida by Summer 2024.

- Build Capacity
- Women/Girls
- Family Engagement

**CSTA WI Dairyland** commits to planning and hosting four regular meetings for teachers, 3 virtual and 1 in person, in Wisconsin serving 125 teachers by Summer 2024.

- Build Capacity
- Rural Communities
- Women/Girls

**CSTA WI-Dairyland Chapter**, in collaboration with NCWIT-WI Affiliate Aspirations, commits to increasing the number of applications to the Aspirations in Computing Community submitted by Black and Latinx students to 15% each (from 5% each), and submitted by majority-minority and rural high school students to 20% each (from about 10%) from all high schools in Wisconsin impacting 225 students by Spring of 2024.

- Increase Equitable Access and Outcomes
- Rural Communities
- Underrepresented Minority Groups



The **Department of Education Studies at University of California (UCSD)** commits to providing computer science education opportunities to 1000+ undergraduate students (preservice teachers) at UCSD from San Diego area and beyond through fully online courses which promote and accelerate CS offerings at K-12 schools in California and other US states by Summer 2024.

- Raise Awareness
- Pre-Service Teacher Preparation

The **Expanding Computing Education Pathways (ECEP) Alliance** will collaborate with our certified Scaling Inclusive Pedagogy (SciP) facilitators to expand the SciP course, enabling 60 educators from across the United States to engage in building more inclusive CS learning experiences by Summer 2024.

- Build Capacity
- Underrepresented Minority Groups

**Exploring Robotics**, in partnership with EDforTech Corp, will offer CS and Engineering PD, courses, camps, and afterschool programs to school districts and nonprofit organizations across the US to advance coding instruction and implementation of CS education programs serving 500+ teachers by September 2024.

- Build Capacity
- Underrepresented Minority Groups
- Pre-Service Teacher Preparation

The **Garland ISD Career and Technical Education Department** commits to improving Computer Science AP scores and student participation in industry by offering an AI course at two high school campuses in Fall 2024 under the Independent Study umbrella and as a part of an IT Program of Study, impacting 1000 students by Spring 2025.

- Increase Equitable Access and Outcomes
- Underrepresented Minority Groups
- Pre-Service Teacher Preparation

**Geolocating Audio Tour** commits to providing a computer science-based GIS experience accompanied by custom content publishing tools to serve 500 families throughout New Jersey, Pennsylvania, New York, and Connecticut by Winter 2024.

- Raise Awareness
- Family Engagement
- Pre-Service Teacher Preparation

**Georgia State University** will teach computer science concepts and practices to over 300 preservice teachers of various grade bands and primary disciplines across the state of Georgia by Summer 2024.

- Build Capacity
- Pre-Service Teacher Preparation

**Girls Who Code** commits to providing programs that center around the experiences of girls and non-binary students using project-based instruction in coding & career readiness, and through the development of strong networks via our Clubs, Summer Programs, and College and Career programs for 90,000 students nationwide by Summer 2024.

- Increase Equitable Access and Outcomes
- Underrepresented Minority Groups
- Women/Girls

**Girls Who Code** commits to using the Kapor Center's Culturally Responsive-Sustaining CS Education Framework to continue to develop and refine a culturally responsive CS curriculum for our Summer Programs serving 9000 students across the United States and Internationally by Fall 2024.

- Increase Equitable Access and Outcomes
- Underrepresented Minority Groups
- Women/Girls

The **Global Center for Equitable Computer Science Education** will launch a pilot for a low-cost, open-source, build-your-own robot with 20 teachers in Virginia impacting 400 students by Fall 2024.

- Increase Equitable Access and Outcomes
- Accessibility for Students with Disabilities
- Rural Communities



**Google's Code Next Oakland** commits to continuing and expanding participation in their year-long program, a free computer science education program that meets Black, Latinx, and Indigenous high school students in their own communities and provides the skills and inspiration they need for long and rewarding careers in computer science-related fields, and to working with them throughout the year on CS education programming, workshops, and leadership initiatives, expanding the current cohort of 159 students by adding 79 new students by Summer 2024.

Increase Equitable Access and Outcomes

Underrepresented Minority Groups

**Harbor Beach Community Schools** makes a commitment to provide both in-school and extra-curricular computer science opportunities for students to build and maintain a rich CS curriculum and culture in Michigan, serving 500 students by Summer 2025.

Increase Equitable Access and Outcomes

Rural Communities

**Harbor Beach Community Schools** will develop and implement rigorous CS curricula for students on various pathways across elementary, middle, and high school grade levels in Michigan serving 500 students by Summer 2024.

Build Capacity

Rural Communities

Women/Girls

The **Hidden Genius Project**, in collaboration with Scratch Education Collaborative, commits to provide coding lessons using Scratch programming language to 20 incarcerated youth in California by Spring 2024.

Increase Equitable Access and Outcomes

Underrepresented Minority Groups

**Hillside Public Schools**, in collaboration with Amazon Future Engineer and BootUp PD, will expand computer science education and professional development workshops for over 80 teachers, impacting 1,200 elementary students in Hillside, New Jersey by Summer of 2026.

Increase Equitable Access and Outcomes

Underrepresented Minority Groups

The **Hopper-Dean Center of Excellence in K-12 CS Education of the University of Texas at El Paso** will expand its K-12 CS Fellows program by identifying outstanding CS teachers in the El Paso region who share best practices and opportunities from our original cohort of four teachers, adding four additional K-12 CS Fellows in 2023-2024 and yet four more teachers by Spring 2025, as well as four additional NSF CS Teaching Fellows by December 2024.

Build Capacity

Underrepresented Minority Groups

Pre-Service Teacher Preparation

**Idaho STEM Action Center** commits to supporting up to 20 rural and urban educators by covering the costs of gaining computer science teaching certificates, serving up to 2000 students across the state of Idaho by Summer 2025.

Increase Equitable Access and Outcomes

Rural Communities

**imagiLabs** commits to empowering students in grades 4-8 and their teachers to gain confidence and competence in tech, by providing our proprietary computer science tools globally, serving 50,000+ new kid coders by Fall 2024.

Increase Equitable Access and Outcomes

Pre-Service Teacher Preparation

**InnovateSTEM** makes a commitment to serve over 5000 students nationally by hosting virtual and in-person training sessions in Python programming, AI/Machine Learning, and in mobile app development by Fall 2024.

Increase Equitable Access and Outcomes

Underrepresented Minority Groups

Women/Girls



**Innovator's Oasis**, in collaboration with The Pathway School, makes a commitment to providing coding classes, workshops, and competitive robotics teams serving 500 schools in Pennsylvania by Fall 2023.

Increase Equitable Access and Outcomes

Accessibility for Students with Disabilities

**Iowa Area Education Agencies**, partnering with CSTA and the Department of Education, makes a commitment to provide professional learning and coaching throughout Iowa, serving 400 teachers through an expansion of CSPD Week in the Summer of 2024.

Build Capacity

Rural Communities

**Kai's Education** partnering with Touro University makes a commitment to provide every pre-service teaching student and graduate with a comprehensive tech package that includes a KaiBot and KaiTiles complete with advanced coding cards in order to empower over 5000 new and current teachers who are seeking to renew their licenses with essential coding skills in New York, Florida, California, Manchester, and New Hampshire by Fall 2023.

Build Capacity

Pre-Service Teacher Preparation

The **Kapor Center** commits to leading the launch of the CSforDetroit Initiative to amplify a 3-part community-centered effort designed to expand equity in K-12 computer science education through partnering with Detroit Public Schools Community District, launching a city-wide student leadership team, and establishing an Out-of-School Time community of practice for 650 students across the Detroit Metropolitan Area by Fall 2025.

Increase Equitable Access and Outcomes

Underrepresented Minority Groups

Family Engagement

The **Kapor Center**, in collaboration with CSforAll, commits to launching CSforOakland, a program re-imagining computer science education and ensuring computing is culturally responsive, culturally sustaining, and justice-oriented for 300 students in Oakland by Fall 2025.

Racial Equity

Women/Girls

Underrepresented Minority Groups

The **KISS Institute for Practical Robotics** will provide free access to our online robot simulator so that 100,000 students can gain robotics literacy and learn programming in graphical, C, C++ and Python across the United States and a handful of other countries by Fall 2024.

Increase Equitable Access and Outcomes

Underrepresented Minority Groups

**Learning.com** commits to collaborating with 1,500 school districts across the US to deliver a robust computer science curriculum to ALL their students using our comprehensive computer science solution combining EasyTech and EasyCode to cover ALL computer science standards by Fall 2024.

Increase Equitable Access and Outcomes

Underrepresented Minority Groups

Women/Girls

**Learning.com** commits to combining our award winning EasyTech and EasyCode solutions into a comprehensive computer science curriculum covering all computer science standards and to developing robust assessments to ensure that students who complete our curriculum are achieving mastery of those standards so that our 1,500 school districts nationwide can be confident that their students are being prepared for success in a digital future by Fall 2024.

Increase Equitable Access and Outcomes

Underrepresented Minority Groups

Women/Girls



The **Lifelong Kindergarten Group** commits to providing a new, free coding app, OctoStudio, that makes it easy for children and families to use mobile phones or tablets to create interactive projects anytime, anywhere, without requiring internet access, thus expanding opportunities for creative learning for 1 million students around the world including the US by Fall 2025.

- Increase Equitable Access and Outcomes
- Underrepresented Minority Groups
- Family Engagement

The **Los Angeles County Office of Education** makes a commitment to provide professional development workshops on coding in California, reaching 1500 teachers that serve 38000 students by Fall 2024.

- Build Capacity
- Underrepresented Minority Groups

**MAD-learn** commits to having their CEO deliver inspirational keynotes in 10 different schools throughout Georgia, Florida, Tennessee, North Carolina, New York, and Texas to encourage at least 1000 students to get excited about and involved in Computer Science by Summer 2024.

- Raise Awareness

**MAD-learn** commits to providing a virtual internship opportunity to 25 students nationwide to help these students experience what it is like to work with a global EdTech company by the Summer of 2024.

- Increase Equitable Access and Outcomes
- Underrepresented Minority Groups
- Women/Girls

**MAD-learn** makes a commitment to provide \$10,000 in grants to support five teachers from the states of Georgia, Florida, North Carolina, South Carolina, Tennessee, Maryland, New York, and Texas with CS and STEM integration in their classrooms, potentially serving up to 500 students by Spring 2024.

- Increase Equitable Access and Outcomes
- Underrepresented Minority Groups

**MAD-learn** makes a commitment to provide professional development for 300 teachers to promote Design Thinking and how it is a future-ready and career-focused skill helping to support CS to impact 3000 students throughout the states of Georgia, Florida, North Carolina, South Carolina, Tennessee, Texas, New York, and Maryland by Summer 2024.

- Build Capacity
- Women/Girls
- Underrepresented Minority Groups

The **Mark Cuban Foundation AI Bootcamps Program** will partner with corporations, universities and nonprofits to provide an Intro to AI Education program reaching 800+ underserved high school students including girls, students of color, and students from low- to moderate-income households in up to 40 locations across multiple states by Fall 2024.

- Increase Equitable Access and Outcomes
- Underrepresented Minority Groups
- Women/Girls

**Marymount School of New York** makes a commitment to promoting computer science, coding, and technology throughout the curriculum as well as providing professional development opportunities to the school community serving more than 750 students through Summer 2025.

- Increase Equitable Access and Outcomes
- Underrepresented Minority Groups
- Women/Girls

**Metro Nashville Public Schools** makes a commitment to provide professional learning and computer science resources in Tennessee serving 6,500 teachers by Winter 2024.

- Increase Equitable Access and Outcomes
- Underrepresented Minority Groups

**Miami EdTech** commits to providing professional development in the areas of CS and CTE including industry-based certifications and preparation for passing the FTCE exam for 500 students in Florida by Spring 2025.

- Build Capacity
- Women/Girls
- Underrepresented Minority Groups





**Microsoft Philanthropies TEALS Program** will continue to expand support to high schools throughout the US with a focus on reaching students historically excluded from CS education by supporting the capacity building of non-profits and other partners focused on equitable and inclusive CS education using data and insights, free content and access to certifications, toolkits, train the trainer resources, and grants reaching 620 high schools nationwide by Summer 2025.

Build Capacity

Underrepresented Minority Groups

**Mission Bit** commits to exposing approximately 1300 underrepresented youth in California to quality computer science education, ensuring students have an inspiring and fun experience to continue their learning journey by Summer 2025.

Increase Equitable Access and Outcomes

Underrepresented Minority Groups

The **Moreno Valley Unified School District** commits to fostering student leadership through equitable access to computer science education and through preparing students for future careers while ensuring that opportunities are available to all by providing teacher training and workshops, and through offering various opportunities for up to 32,000 students in California to showcase their work by Summer 2024.

Increase Equitable Access and Outcomes

Underrepresented Minority Groups

**Mouse** commits to delivering digital application design professional development workshops and ongoing coaching via Mouse's signature CS course, Design League, to 100 teachers throughout New York by Summer 2024.

Build Capacity

Women/Girls

Underrepresented Minority Groups

The **National Center for Computer Science Education** will collaborate with rural and tribal educators from at least four school districts in Minnesota to develop inclusive K-8 CS-integrated curricular materials, including at least four lessons integrating Ojibwe language with CSTA and Minnesota state standards impacting 16 teachers by Summer 2027.

Racial Equity

Rural Communities

Underrepresented Minority Groups

The **National Center for Computer Science Education** will establish a professional learning network (PLN) of CS leaders from at least four Minnesota school districts, including rural or tribal communities, to build the capacity of districts to create and sustain K12 CS pathways by Summer 2024 and will include at least 8 schools participating by Summer 2027.

Build Capacity

Rural Communities

Underrepresented Minority Groups

**NCWIT**, in partnership with DoD STEM - DSEC Partners, will provide professional learning workshops for school counselors, career counselors, and those in student advising roles, in order to offer support and unique experiences in CS and IT, and to introduce activities and resources that can be used across a school ecosystem in 8 states impacting 81,600 students throughout the 2023-24 school year.

Increase Equitable Access and Outcomes

Women/Girls

The **Nevada Department of Education** makes a commitment to use our statewide equity and diversity guide to increase the number of CS courses offered, frequency of CS lessons achieved, and opportunities for student engagement in CS in elementary and middle schools across the state, serving at least 5000 students by Summer 2025.

Increase Equitable Access and Outcomes

Underrepresented Minority Groups

Rural Communities



**New York City School District 27**, in collaboration with Bootup and Amazon, commits to train teachers to use Scratch and Scratch Jr. with their students in their classrooms, serving 600 teachers in New York by Summer 2024.

- Increase Equitable Access and Outcomes
- Underrepresented Minority Groups
- Family Engagement

**NOLA\_CODE** commits to teaching CS courses, preparing students for industry certifications, organizing inspirational CS events, and training and certifying CS educators serving over 4,500 students as part of an ecosystem for CS across Louisiana by Summer 2024.

- Increase Equitable Access and Outcomes
- Underrepresented Minority Groups
- Family Engagement

**Oakland Unified School District** is committed to supporting schools with scheduling and recruiting to open more sections for AP Computer Science courses, impacting 500 students in California by Fall 2024.

- Increase Equitable Access and Outcomes
- Underrepresented Minority Groups

**Pittsburgh Public Schools** makes a commitment to provide professional learning to 100 teachers and counselors in Pittsburgh, Pennsylvania by Summer 2024.

- Build Capacity
- Underrepresented Minority Groups

**Project Invent** will provide free 6th-12th grade curriculum with on-ramps to coding for microcontrollers nationally and will host a student platform, Demo Day X, for 1600+ students across California, New York, Texas, Illinois, Ohio and Pennsylvania to pitch their technologically advanced inventions by Spring 2025.

- Increase Equitable Access and Outcomes
- Underrepresented Minority Groups
- Women/Girls

**Qubits Learning** makes a commitment to provide integrated computer science curriculum and learning platforms in Asia and Africa serving 250000 students by Winter 2024.

- Increase Equitable Access and Outcomes
- Rural Communities

**Reach University** makes a commitment to provide pre-service teachers in our apprenticeship degree program with an inclusive, comprehensive, compulsory 12-week CS course aligned to state standards in Alabama, Arkansas, Louisiana, and California, reaching 700 teachers that serve 21,000 students by Fall 2024.

- Build Capacity
- Women/Girls
- Pre-Service Teacher Preparation

**Redlands Unified School District** will partner with the University of California Riverside, University of California Davis, CSforCA, Code HS, and STEM for All Foundation, to broaden the participation of 12000 traditionally underrepresented students across the state of California, such as girls, students with disabilities, students of color, English Language Learners, and/or students of low socioeconomic status (SES) in Computer Science integrated across curriculum at school, extended day learning, summer academy, and online learning programs by Summer 2024.

- Increase Equitable Access and Outcomes
- Underrepresented Minority Groups
- Women/Girls

The **Region 8 LaSTEM Center**, partnering with CYBER.ORG, CODE.ORG, Coursera, SciTEC and The Hub, makes a commitment to provide customized, engaging computer science and cyber security workshops and learning experiences within special events on the Louisiana Tech University campus to promote skills development and career awareness for elementary and middle grade students in Northeast Louisiana, serving 250 students by Spring 2024.

- Raise Awareness
- Rural Communities
- Underrepresented Minority Groups



**Riverside Unified School District** commits to actively combat the underrepresentation of women in STEM college pathways and careers by inviting 250 sophomore girls throughout California to attend the Ignite Her Mind symposium series by Winter 2025.

- Increase Equitable Access and Outcomes
- Underrepresented Minority Groups
- Women/Girls

**Riverside Unified School District**, in collaboration with University of California, commits to offering UCR Data Science Academies for up to 2000 RUSD high school students, thus strengthening RUSD middle and high school students' self efficacy in computer science, specifically data science, by Winter 2025.

- Increase Equitable Access and Outcomes
- Underrepresented Minority Groups

**Robo Wunderkind** makes a commitment to enable over 1000 teachers to teach STEM in K-5 classrooms, impacting the education of over 10,000 students throughout the states of North Carolina, Maryland, Virginia, Alabama, New Mexico, Ohio, Indiana, Missouri, and New York within the school year of 2023-2024.

- Increase Equitable Access and Outcomes
- Underrepresented Minority Groups

The **Robotics Society of Kenya** commits to creating a low-cost, energy efficient Raspberry Pi Computer ICT Lab that can be reproduced all over Kenya and is powered by solar energy where main electricity isn't available, with the aim to provide one lab to each of 3000 schools in Kenya by Winter of 2025.

- Increase Equitable Access and Outcomes
- Rural Communities

The **Sacramento County Office of Education** and the **San Bernardino County Superintendent of Schools**, in partnership with UCLA, the CDE Foundation, and the CSforCA coalition, commit to building the capacity of educators across California's statewide system of support to organize and deliver our professional development on CS standards-aligned Seasons of CS week for 1000 California teachers, paraeducators, schools leaders, and counselors, connecting them with coaching and developing ongoing professional learning communities by Winter 2025.

- Increase Equitable Access and Outcomes
- Underrepresented Minority Groups
- Women/Girls

**Sandlapper Elementary Computer Science Immersion School** makes a commitment to provide all K-5 students a series of three 10-week CS integration units in South Carolina serving 650 students by Spring 2024.

- Increase Equitable Access and Outcomes
- Underrepresented Minority Groups

**Sandlapper Elementary Computer Science Immersion School** partners with Promise Consulting, LLC in making a commitment to deploy Integrated Computer Science Project Based Learning Units in South Carolina, serving 650 students by Spring 2024.

- Increase Equitable Access and Outcomes
- Underrepresented Minority Groups

**Sphero** commits to implementing a robot loaner program for Title I schools and/or youth non-profit organizations, serving at least 1500 students across the nation by Winter 2024.

- Raise Awareness
- Rural Communities
- Underrepresented Minority Groups

The **State Library of Pennsylvania STEMLab** commits to training librarians to implement computer clubs and activities, and to improve their confidence in presenting computer science learning by providing 2-5 training sessions per month to youth, librarians, and staff across the state of Pennsylvania in time for Summer programming in 2024.

- Build Capacity
- Rural Communities
- Underrepresented Minority Groups



**Tech Corps** will collaborate with the Teaching & Learning Collaborative to provide high-quality computer science experiences for nearly 3,000 students and teachers in California, Georgia, Illinois, Ohio and Rhode Island by Winter 2024.

Increase Equitable Access and Outcomes

Underrepresented Minority Groups

Rural Communities

Build Capacity

Underrepresented Minority Groups

**Tech Exchange** makes a commitment to strengthen and enhance workforce development and internship programs to serve 200 underrepresented youth (ages 17-24) in California and guide them to STEM careers by Spring 2026.

**Tech Kids Unlimited** commits to providing online and in-person technology and computational thinking workshops across the nation to 500+ neurodiverse learners ages 7-24 by Fall 2024.

Increase Equitable Access and Outcomes

Accessibility for Students with Disabilities

**Tech Sassy Girlz** will offer a four-week long software development and web design camp for 30 high school girls in the state of Florida during the Summer of 2024.

Raise Awareness Women/Girls

Underrepresented Minority Groups

**Transcend** commits to partnering with five school districts and/or networks in Central Texas to design and implement K-12 Computer Science Pathways that will impact up to 2500 students by Summer 2025.

Increase Equitable Access and Outcomes

Underrepresented Minority Groups

**Trenton Catholic Preparatory Academy** makes a commitment to enhance the current STEM curriculum as well as expanding our after-school Girls Who Code options serving 400 families in New Jersey by Summer 2024.

Raise Awareness

Underrepresented Minority Groups

Underrepresented Boys/Men

**UC Davis C-STEM Center** commits to providing K-12 students with up to 13 years of integrated learning of math and computer science through its UC-Approved Educational Preparation Program for undergraduate admission to all UC campuses, impacting 6000 students in California by Summer 2024.

Build Capacity

Underrepresented Minority Groups

**UC Davis C-STEM Center**, in collaboration with the UC Riverside CS Supplementary Teaching Credential Program, makes a commitment to provide professional development for more than 200 teachers in California by giving them the option to obtain the Computer Science Supplementary Teaching Credential through the joint UC Davis-UC Riverside CS Supplementary Teaching Credential Authorization Program by the end of the 2023-2024 school year.

Build Capacity

Underrepresented Minority Groups

**UC Irvine's Elementary Computing for All Team**, in collaboration with the University of Chicago, Montebello Unified School District and El Sol Academy in Santa Ana, will provide an elementary computational thinking curriculum with support for students designated as English Language Learners, serving at least thirty teachers by the end of 23-24 school year.

Increase Equitable Access and Outcomes

Underrepresented Minority Groups

Accessibility for Students with Disabilities

**UC Scout** commits to providing computer science A-G approved curricular resources serving 100 teachers who serve 2500 students across California by Summer 2024.

Increase Equitable Access and Outcomes

Underrepresented Minority Groups

Rural Communities



The **UCLA Computer Science Equity Project** commits to providing an advocacy toolkit that parents, communities, and students can use to advocate for high-quality CS education in California serving 100 families by Summer 2025.

Increase Equitable Access and Outcomes

Underrepresented Minority Groups

Family Engagement

The **UCLA CS Equity Project - Power On!** research team will explore the impacts of implementing the graphic novel in formal and informal education spaces to begin conversations about issues of underrepresentation, equity, ethics, and social responsibility in tech and will help facilitate dialogue with youth about these issues important to CSforALL, with hopes of reaching at least 100 students across California and New York by Fall 2024.

Increase Equitable Access and Outcomes

Underrepresented Minority Groups

**Uncommon Schools** will embed computational thinking (CT) into our general education courses in high school, equip staff to teach CT, and develop a summer immersion program for coding that will build a pipeline of future CS teachers that serve more than 6400 students throughout New York, New Jersey, and Massachusetts by the summer of 2026.

Increase Equitable Access and Outcomes

Underrepresented Minority Groups

The **University of California San Diego** will leverage student voice and youth leadership to increase CS course enrollment across four San Diego School districts for seven high schools impacting 5000 students by Summer 2025.

Increase Equitable Access and Outcomes

Underrepresented Minority Groups

The **University of Northern Iowa** in collaboration with Iowa's AEAs commits to providing professional development to assist in-service teachers in obtaining the state of Iowa's 5-12 Computer Science teaching endorsement reaching 400 teachers that serve 10000 students across the state by Winter 2025.

Build Capacity Women/Girls

Rural Communities

The **University of Wisconsin Oshkosh** makes a commitment to provide hackathon events and camps throughout Wisconsin, serving 100 students by Spring 2024.

Build Capacity Women/Girls

Underrepresented Minority Groups

**Urban Coders Guild** commits to providing computer science education access, opportunities, and resources through summer and afterschool programs in Oklahoma serving 150 students by Summer 2024.

Increase Equitable Access and Outcomes

Underrepresented Minority Groups

**UTeach Computer Science** will expand access to inclusive, project-based computer science curriculum to reach 10,000 Advanced Placement Computer Science Principles and Advanced Placement Computer Science A students in five countries, 36 states, and the District of Columbia by Spring 2024.

Increase Equitable Access and Outcomes

Underrepresented Minority Groups

Accessibility for Students with Disabilities

**UTeach Computer Science** will provide engaging professional development workshops, on-demand teacher support, and an ongoing video series to prepare 350 teachers for success in their Advanced Placement Computer Science Principles and Advanced Placement Computer Science A classrooms across five countries, 36 states, and the District of Columbia by Spring 2024.

Build Capacity Rural Communities

Pre-Service Teacher Preparation



**Veracity House ICT Solutions Providers**, in collaboration with CSTA Nigeria, ExCITE Project, BJC, and Birdbrain Technologies, is committed to reduce the digital divide in Africa and to promote computational thinking by supporting the professional development of over 200 computer science teachers, serving 3000 students in Nigeria by Fall 2024.

- Raise Awareness
- Women/Girls
- Rural Communities

**VHS Learning** will provide enrollment in AP Computer Science Principles and AP Computer Science A courses at no charge to 60 high school students throughout Massachusetts who do not have access to AP CS courses by Spring 2024.

- Increase Equitable Access and Outcomes
- Underrepresented Minority Groups
- Women/Girls

The **West Virginia Department of Education** will support professional development to provide a minimum of one trained CS teacher in every high school & middle school, and at every grade level in every elementary school in West Virginia, impacting up to 2500 educators that serve 100,000 students by Summer 2027.

- Build Capacity
- Rural Communities
- Family Engagement

**WeTeach\_CS** commits to creating the Texas Computer Science Leadership Network (TXCSLN) thus building a statewide community of practice for at least 30 CS school district leaders & prioritizing strategies for broadening participation in high school CS courses which will impact approximately 41,000 students across the state of Texas by Spring 2024.

- Build Capacity
- Rural Communities
- Underrepresented Minority Groups

The **Wisconsin Department of Public Instruction** makes a commitment to host four webinars throughout the school year to build capacity of integrating computational thinking in core curriculum content areas with a focus on the K-8 classroom, benefiting 100 teachers in Wisconsin by Summer 2024.

- Build Capacity
- Rural Communities

The **Wisconsin Department of Public Instruction**, in collaboration with all 12 Cooperative Education Service Agencies (CESA), will continue to provide opportunities for collaboration and education in regard to Computer Science Professional Learning Communities and professional development workshops with each CESA region hosting two professional development sessions, impacting up to 360 teachers by Summer 2024.

- Increase Equitable Access and Outcomes
- Rural Communities

The **Wisconsin Department of Public Instruction**, in partnership with Wisconsin school districts, commits to hosting a “Coding at the Capitol” event, serving 100 Wisconsin students during CS Education week in December 2023.

- Raise Awareness
- Women/Girls
- Underrepresented Minority Groups

**Wix Tomorrow** makes a commitment to provide free web creation curricula, ongoing educator engagement opportunities, and expanded web creation learning experiences for youth across the United States, United Kingdom, and Canada impacting 15000 students by Fall 2024.

- Build Capacity
- Underrepresented Minority Groups

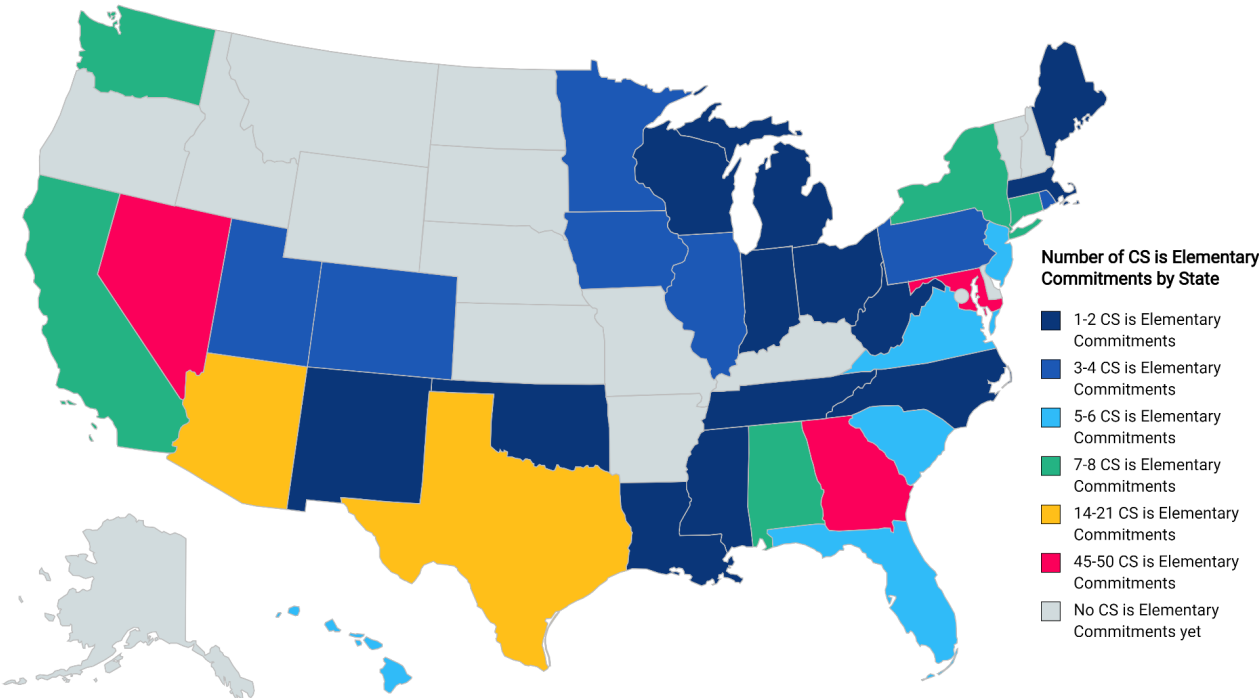
**Wonder Workshop** commits to fostering the continued growth of our Make Wonder platform, ensuring that students have ample opportunities to engage in Year 9 of the Wonder League Robotics Competition, empowering them to explore, innovate, and excel in the world of robotics and computer science, impacting 2000 educators and 10000 students internationally by Spring 2024.

- Increase Equitable Access and Outcomes
- Women/Girls
- Family Engagement



# 2023 CSforALL CSisElementary Commitments

The *CS is Elementary CS100 Award winning schools* made 288 school-based CSforALL commitments towards increasing equitable access and outcomes for all students by ensuring that there are at least ten hours of computer science instruction provided to every K-5 student in the 2023-2024 school year. CS "All In" Schools have aligned instruction to meet all state or district standards for computer science.



Created with mapchart.net

[click [HERE](#) to view the CS100 2023-24 schools map]

**1SG Samuel K. Solomon Elementary School** commits to providing 60 hours of CS instruction across all grades using Code.org and VEX robotics to 820 students in Wahiawa, Hawaii by Summer 2024.

**A. V. Cato Elementary School** commits to providing 216 hours of CS instruction across all grades using Code.org, Minecraft education, and Scratch covering 100% of state CS standards to 588 students in Fort Worth, Texas by Summer 2024.

**Abston Sandra B. Elementary School** commits to providing 900 hours of CS instruction across all grades using Code.org CS Fundamentals, Kodable, Scratch, and VEX 123 to 781 students in Las Vegas, Nevada by Summer 2024.



**Al Seeliger Elementary School** commits to providing 162 hours of CS instruction across all grades using Code.org, TypingClub, Tynker, Kodable, Blockly, and FinchBlox to teach 100% of state CS standards to 545 students in Carson City, Nevada by Summer 2024.

**Arcado Elementary School** commits to providing 810 hours of CS instruction across all grades using a variety of coding and robotics platforms covering 100% of state CS standards to 932 students in Lilburn, Georgia by Summer 2024.

**Baggett Elementary School** commits to providing 1080 hours of CS instruction across all grades using a variety of coding and robotics platforms covering 100% of state CS standards to 1043 students in Lawrenceville, Georgia by Summer 2024.

**Ballentine Elementary School** commits to providing 85 hours of CS instruction across all grades using a variety of coding and robotics platforms covering 100% of state CS standards to 676 students in Irmo, South Carolina by Summer 2024.

**Bellows Spring Elementary School** commits to providing 105 hours of CS instruction across all grades using a variety of coding and robotics platforms to 776 students in Ellicott City, Maryland by Summer 2024.

**Bens Branch Elementary School** commits to providing 130 hours of CS instruction across all grades using Code.org, CS Fundamentals, Tynker, Learning.com, Dash & Dot Robots with coding, and Ozobots to 687 students in Porter, Texas by Summer 2024.

**Berkeley Lake Elementary School** commits to providing 195 hours of CS instruction across all grades using Kodable, Scratch Jr., CodeSpark, Scratch, Minecraft Education Edition, and LEGO Spike Education covering 100% of state CS standards to 779 students in Duluth, Georgia by Summer 2024.

**Bethel Elementary School** commits to providing 144 hours of CS instruction across all grades with Scratch, Tynker, and Code.org covering 100% of state CS standards to 477 students in Gloucester, Virginia by Summer 2024.

**Bill Y. Tomiyasu Elementary School** commits to providing 85 hours of CS instruction across all grades using Code.org, Scratch, and a variety of Robotics platforms to 511 students in Las Vegas, Nevada by Summer 2024.

**Blue Horizons Elementary School** commits to providing 126 hours of CS instruction across all grades using Code.org, Botley, and Dash robots covering 100% of state CS standards to 465 students in Buckeye, Arizona by Summer 2024.

**Bluffton Elementary School** commits to providing 384 hours of CS instruction across all grades using a variety of coding and robotics platforms covering 100% of state CS standards to 757 students in Bluffton, South Carolina by Summer 2024.

**Braelinn Elementary School** commits to providing 60 hours of CS instruction across all grades using Code HS, Scratch Jr., and Scratch to 518 students in Peachtree City, Georgia by Summer 2024.

**Brauser Maimonides Academy** commits to providing 90 hours of CS instruction across all grades using a variety of coding and robotics platforms to 619 students in Fort Lauderdale, Florida by Summer 2024.





**Bridge Elementary School** commits to providing 110 hours of CS instruction across all grades using Tynker and a variety of robotics platforms to 1118 students in Chicago, Illinois by Summer 2024.

**Brinnon Elementary School** commits to providing 810 hours of CS instruction across all grades using a variety of computer science curricula to 83 students in Brinnon, Washington by Summer 2024.

**Britt Elementary School** commits to providing 200.5 hours of CS instruction across all grades using Scratch, Code.org, Scratch Jr., Blockly, Ozo Blockly, BeeBots, Spheros, and unplugged activities covering 100% of state CS standards to 565 students in Snellville, Georgia by Summer 2024.

**Brooke Middle School** commits to providing 125 hours of CS instruction across all grades using Code.org to 861 students in Wellsburg, West Virginia by Summer 2024.

**Brookwood Forest Elementary School** commits to providing 216 hours of CS instruction across all grades using Code.org, Tynker, and CodeMonkey to 793 students in Porter, Texas by Summer 2024.

**Bruce Elementary School** commits to providing 216 hours of CS instruction across all grades using a variety of coding and robotics platforms to 546 students in Memphis, Tennessee by Summer 2024.

**Bryant Woods Elementary School** commits to providing 210 hours of CS instruction across all grades using a variety of coding and robotics platforms to 448 students in Columbia, Maryland by Summer 2024.

**Buckingham Elementary School** commits to providing 79 hours of CS instruction across all grades using a variety of coding and robotics platforms covering 100% of state CS standards to 560 students in Berlin, Maryland by Summer 2024.

**Bugg Magnet Elementary School Center of Design & Computer Sciences** commits to providing 720 hours of CS instruction across all grades using HER Academy curriculum to 333 students in Raleigh, North Carolina by Summer 2024.

**Buist Academy** commits to providing 81 hours of CS instruction across all grades using Code.org, BrainPop, Scratch, and Common Sense Media as well as other materials corresponding to the six units of instruction covering 100% of state CS standards to 516 students in Charleston, South Carolina by Summer 2024.

**Burnette Elementary School** commits to providing 228 hours of CS instruction across all grades using Common Sense Media, Code.org, Scratch, Wonder Workshop, Scratch Jr., and Kodable covering 100% of state CS standards to 700 students in Suwanee, Georgia by Summer 2024.

**Bushy Park Elementary School** commits to providing 105 hours of CS instruction across all grades using a variety of coding and robotics platforms to 638 students in Glenwood, Maryland by Summer 2024.

**Butterfield Elementary School** commits to providing 540 hours of CS instruction across all grades using a variety of coding, making, and robotics platforms to 636 students in Maricopa, Arizona by Summer 2024.

**C. C. Ronnow Elementary School** commits to providing 900 hours of CS instruction across all grades using Code.org, Kodable, Scratch, and unplugged activities to 739 students in Las Vegas, Nevada by Summer 2024.

**Cannons Elementary School** commits to providing 70 hours of CS instruction across all grades using plugged and



unplugged lessons with robotics covering 100% of state CS standards to 352 students in Spartanburg, South Carolina by Summer 2024.

**Canyon Springs STEM Academy** commits to providing 140 hours of CS instruction across all grades using a variety of coding and robotics platforms to 831 students in Anthem, Arizona by Summer 2024.

**Carrollton Elementary School** commits to providing 100 hours of CS instruction across all grades using a teacher-designed curriculum based on a variety of coding and robotics platforms covering 100% of state CS standards to 710 students in Carrollton, Virginia by Summer 2024.

**Castleberry Elementary School** commits to providing 216 hours of CS instruction across all grades using Code.org, Minecraft education, and Scratch covering 100% of state CS standards to 735 students in Fort Worth, Texas by Summer 2024.

**Catherine Kolnaski Magnet School** commits to providing 90 hours of CS instruction across all grades using a variety of coding and robotics platforms to 359 students in Groton, Connecticut by Summer 2024.

**Cedar River Elementary School** commits to providing 60 hours of CS instruction across all grades using engineering design, coding, robotics, STEM literacy, and Future Ready Skills covering 100% of state CS standards to 613 students in Maple Valley, Washington by Summer 2024.

**Centennial Lane Elementary** commits to providing 105 hours of CS instruction across all grades using a variety of coding and robotics platforms to 719 students in Ellicott City, Maryland by Summer 2024.

**Center Grove School Corporation** commits to providing 150 hours of CS instruction across all grades using Code.org, Common Sense Media, CS for SF, and more to 756 students in Greenwood, Indiana by Summer 2024.

**Centerville Elementary School** commits to providing 180 hours of CS instruction across all grades using a variety of coding, making, and robotics platforms covering 100% of state CS standards to 691 students in Snellville, Georgia by Summer 2024.

**Charlotte Hill Elementary School** commits to providing 216 hours of CS instruction across all grades using Code.org and integrated lessons to 565 students in Las Vegas, Nevada by Summer 2024.

**Charm City Virtual** commits to providing 100 hours of CS instruction across all grades teaching coding and Artificial Intelligence concepts using Code.org (Baltimore City Public Schools district-adopted curriculum) and supplementing with other sites like Scratch to 436 students in Baltimore, Maryland by Summer 2024.

**Chartiers Valley Intermediate School** commits to providing 45 hours of CS instruction across all grades using a variety of coding and robotics platforms to 747 students in Pittsburgh, Pennsylvania by Summer 2024.

**Chartiers Valley Primary School** commits to providing 45 hours of CS instruction across all grades using a variety of coding and robotics platforms to 863 students in Bridgeville, Pennsylvania by Summer 2024.

**Chattahoochee Elementary School** commits to providing 150 hours of CS instruction across all grades using a variety of coding and robotics platforms covering 100% of state CS standards to 1191 students in Duluth, Georgia by Summer 2024.



**Clemens Crossing Elementary School** commits to providing 105 hours of CS instruction across all grades using a variety of coding and robotics platforms to 508 students in Columbia, Maryland by Summer 2024.

**Cleveland Elementary School** commits to providing 60 hours of CS instruction across all grades using CS lessons in Scratch and integrated lessons in Math and Science classrooms to 430 students in Fayetteville, Georgia by Summer 2024.

**Clinch County Elementary School** commits to providing 60 hours of CS instruction across all grades using Code.org, Scratch, Kodable, Dash and Wonder robotics, Ozobot, Tynker, TynkerCad, Code-mouse, and more to 581 students in Homerville, Georgia by Summer 2024.

**Columbus School for Girls** commits to providing 151 hours of CS instruction across all grades using HER Academy curriculum to 544 students in Columbus, Ohio by Summer 2024.

**Cooper Elementary School** commits to providing 450 hours of CS instruction across all grades using a variety of coding platforms covering 100% of state CS standards to 1540 students in Loganville, Georgia by Summer 2024.

**Coral Cliffs Elementary School** commits to providing 166 hours of CS instruction across all grades using Scratch Jr., Scratch, and a variety of robotics platforms to 147 students in St. George, Utah by Summer 2024.

**Corley Elementary School** commits to providing 144 hours of CS instruction across all grades using coding and computer-related skills programs covering 100% of state CS standards to 1120 students in Lawrenceville, Georgia by Summer 2024.

**Crabapple Lane Elementary School** commits to providing 120 hours of CS instruction across all grades using Code HS, Scratch, Scratch Jr., Hour of Code, and CS First to 634 students in Peachtree City, Georgia by Summer 2024.

**Cradlerock Elementary School** commits to providing 105 hours of CS instruction across all grades using a variety of coding and robotics platforms to 497 students in Columbia, Maryland by Summer 2024.

**Craig Elementary School** commits to providing 150 hours of CS instruction across all grades using a variety of coding and robotics platforms covering 100% of state CS standards to 1029 students in Lawrenceville, Georgia by Summer 2024.

**CREC Discovery Academy** commits to providing 135 hours of CS instruction across all grades using a variety of coding and robotics platforms to 521 students in Wethersfield, Connecticut by Summer 2024.

**Cynthia Cunningham Elementary School** commits to providing 713 hours of CS instruction across all grades using Rex Academy and a variety of robotics platforms covering 100% of state CS standards to 814 students in Las Vegas, Nevada by Summer 2024

**D'Vorre & Hall Ober Elementary School** commits to providing 60 hours of CS instruction across all grades using our accelerated block on Fridays to 714 students in Las Vegas, Nevada by Summer 2024.

**Dacula Elementary School** commits to providing 75 hours of CS instruction across all grades using Code.org, Lego EV3, Lego WeDo, Kodable, Terrapin to 1158 students in Dacula, Georgia by Summer 2024.



**Dalraida Elementary School** commits to providing 380 hours of CS instruction across all grades using the Alabama Mathematics, Science, and English Language Arts Courses of Study, as well as incorporating our district's CS scope and sequence as much as possible, covering 100% of state CS standards to 628 students in Montgomery, Alabama by Summer 2024

**Dayton Oaks Elementary School** commits to providing 105 hours of CS instruction across all grades using a variety of coding and robotics platforms to 720 students in Dayton, Maryland by Summer 2024.

**Deep Run Elementary School** commits to providing 105 hours of CS instruction across all grades using a variety of coding and robotics platforms to 767 students in Elkridge, Maryland by Summer 2024.

**Denton Elementary School** commits to providing 150 hours of CS instruction across all grades using the BootUp PD Curriculum to 680 students in Denton, Maryland by Summer 2024.

**Diamond Valley Elementary School** commits to providing 82 hours of CS instruction across all grades using a variety of coding and robotics platforms to 367 students in St. George, Utah by Summer 2024.

**Dogwood Elementary School** commits to providing 216 hours of CS instruction across all grades using Tynker, Code.org CS Fundamentals, Sphero, Dash, Ozobot, and Learning.com to 701 students in New Caney, Texas by Summer 2024.

**Don and Dee Snyder Elementary School** commits to providing 100 hours of CS instruction across all grades using a variety of coding platforms covering 100% of state CS standards to 743 students in Las Vegas, Nevada by Summer 2024.

**Dr. C Owen Roundy Elementary School** commits to providing 108 hours of CS instruction across all grades using a variety of coding and robotics platforms to 795 students in Las Vegas, Nevada by Summer 2024.

**Ducketts Lane Elementary School** commits to providing 105 hours of CS instruction across all grades using a variety of coding and robotics platforms to 570 students in Elkridge, Maryland by Summer 2024.

**Duncan Creek Elementary School** commits to providing 150 hours of CS instruction across all grades using a variety of coding and robotics platforms to 1246 students in Hoschton, Georgia by Summer 2024.

**Dunn's Corners School** commits to providing 50 hours of CS instruction across all grades using Code.org, Disney illusions, Code and go mouse, and Scratch to 307 students in Westerly, Rhode Island by Summer 2024.

**Dunsmuir Elementary School** commits to providing 190 hours of CS instruction across all grades using a variety of coding and robotics platforms to 86 students in Dunsmuir, California by Summer 2024.

**E. Raymond Appleby School** commits to providing 108 hours of CS instruction across all grades using Code.org, CodeMonkey, Tynker, Elementari, Google CSFirst, Beebots, Sphero indi, Dash, Ozobots and Makey Makeys covering 100% of state CS standards to 398 students in Spotswood, New Jersey by Summer 2024.

**East Fort Worth Montessori Academy** commits to providing 228 hours of CS instruction across all grades using a variety of coding and robotics platforms to 247 students in Fort Worth, Texas by Summer 2024.

**Edgewood Elementary School** commits to providing 180 hours of CS instruction across all grades using [Code.org](https://code.org),



Kodable, Scratch, and Hopscotch to 807 students in Homewood, Alabama by Summer 2024.

**Edith West Fritsch Elementary School** commits to providing 189 hours of CS instruction across all grades using a variety of computer science and digital literacy platforms to 558 students in Carson City, Nevada by Summer 2024.

**Elaine Wynn Elementary School** commits to providing 75 hours of CS instruction across all grades using a variety of CS and robotics platforms covering 100% of CS standards to 871 students in Las Vegas, Nevada by Summer 2024.

**Elise L. Wolff Elementary School** commits to providing 474 hours of CS instruction across all grades using Code.org and Scratch connected to our Humanities course to 870 students in Henderson, Nevada by Summer 2024.

**Elizabeth Green School** commits to providing 90 hours of CS instruction across all grades using robotics, collaborative group problem solving, creative design opportunities, carefully planned CS instruction, and time for learning application & extension to 307 students in Newington, Connecticut by Summer 2024.

**Elkridge Elementary School** commits to providing 105 hours of CS instruction across all grades using a variety of coding and robotics platforms to 923 students in Elkridge, Maryland by Summer 2024.

**Empire Elementary School** commits to providing 189 hours of CS instruction across all grades using a variety of computer science and digital literacy platforms covering 100% of state CS standards to 520 students in Carson City, Nevada by Summer 2024.

**Evelyn Stuckey Elementary School** commits to providing 60 hours of CS instruction across all grades using Code.org teaching both the unplugged and plugged lessons to 634 students in Las Vegas, Nevada by Summer 2024.

**Fairland Elementary School** commits to providing 180 hours of CS instruction across all grades using a variety of coding and robotics platforms covering 100% of state CS standards to 308 students in Fairland, Oklahoma by Summer 2024.

**Fayetteville Elementary School** commits to providing 60 hours of CS instruction across all grades using CodeHS Elementary to 492 students in Fayetteville, Georgia by Summer 2024.

**Federalsburg Elementary School** commits to providing 150 hours of CS instruction across all grades using the BootUp PD Curriculum to 465 students in Federalsburg, Maryland by Summer 2024.

**Fletcher Drive Elementary School** commits to providing 80 hours of CS instruction across all grades using Project Lead the Way to 189 students in Los Angeles, California by Summer 2024.

**Forest Ridge Elementary School** commits to providing 105 hours of CS instruction across all grades using a variety of coding and robotics platforms to 689 students in Laurel, Maryland by Summer 2024.

**Fox Trail Elementary School** commits to providing 120 hours of CS instruction across all grades using a variety of coding and robotics platforms to 1098 students in Davie, Florida by Summer 2024.



**Frank Kim Elementary School** commits to providing 60 hours of CS instruction across all grades using Code.org CS Fundamentals to 485 students in Las Vegas, Nevada by Summer 2024.

**Franklin Township School** commits to providing 95 hours of CS instruction across all grades using a variety of coding and robotics platforms to 272 students in Quaker Town, New Jersey by Summer 2024.

**Fulton Elementary School** commits to providing 105 hours of CS instruction across all grades using a variety of coding and robotics platforms to 1021 students in Fulton, Maryland by Summer 2024.

**Gault Elementary School** commits to providing 322 hours of CS instruction across all grades using Code.org, Scratch and Scratch Jr., CS First, Kodable, Piper, and many resources specifically created to integrate with curriculum by the CS Coach to 303 students in Santa Cruz, California by Summer 2024.

**Gettysburg Montessori Charter School** commits to providing 108 hours of CS instruction across all grades using Kodable.com, Code.org, Scratch.org, Tynker.com, and Blockly games to 235 students in Gettysburg, Pennsylvania by Summer 2024.

**Glacier Park Elementary School** commits to providing 60 hours of CS instruction across all grades using engineering design, coding, robotics, STEM literacy, and Future Ready Skills covering 100% of state CS standards to 707 students in Maple Valley, Washington by Summer 2024.

**Glenn Public School** commits to providing 90 hours of CS instruction across all grades using [Code.org](https://code.org), CS Fundamentals, and Ozobot Classroom lessons for grades K-5 to 39 students in Glenn, Michigan by Summer 2024.

**Grace Bordewich Mildred Bray Elementary School** commits to providing 150 hours of CS instruction across all grades using materials created by the Tech Team as well as Code.org, commonsense.org., and Finch blox with Finch robots to 604 students in Carson City, Nevada by Summer 2024.

**Graves Elementary School** commits to providing 70 hours of CS instruction across all grades using a variety of coding and robotics platforms to 1226 students in Norcross, Georgia by Summer 2024.

**Greensboro Elementary School** commits to providing 90 hours of CS instruction across all grades using the BootUp PD Curriculum to 825 students in Greensboro, Maryland by Summer 2024.

**Hahaione Elementary School** commits to providing 84 hours of CS instruction across all grades using a variety of coding, making, and robotics platforms to 561 students in Honolulu, Hawaii by Summer 2024.

**Hal Smith Elementary School** commits to providing 135 hours of CS instruction across all grades using Code.org, Scratch, LEGO Spike Prime, Spike Essentials Pre K express, and CS Fundamentals to 848 students in Las Vegas, Nevada by Summer 2024.

**Hall-Kent Elementary School** commits to providing 120 hours of CS instruction across all grades using Code.org, Scratch, Scratch Jr. and other research based computer science curriculum to 677 students in Homewood, Alabama by Summer 2024

**Harbins Elementary School** commits to providing 320 hours of CS instruction across all grades using a variety of plugged and unplugged coding and robotics platforms covering 100% of state CS standards to 1397 students in Dacula, Georgia by Summer 2024.



**Harbor View School** commits to providing 192 hours of CS instruction across all grades using Code.org, Scratch, Tynker, Common Sense Media, and BrainPop to 301 students in Staten Island, New York by Summer 2024.

**Harley Harmon Elementary School** commits to providing 78 hours of CS instruction across all grades using Code.org, CS fundamentals, and Amplify Science to 675 students in Las Vegas, Nevada by Summer 2024.

**Harmony Elementary School** commits to providing 190 hours of CS instruction across all grades using a variety of coding and robotics platforms covering 100% of state CS standards to 599 students in Buford, Georgia by Summer 2024.

**Harris Elementary School** commits to providing 138 hours of CS instruction across all grades using a variety of coding and robotics platforms covering 100% of state CS standards to 675 students in Duluth, Georgia by Summer 2024.

**Harry Reid Elementary School** commits to providing 60 hours of CS instruction across all grades using Code.org to 26 students in Searchlight, Nevada by Summer 2024.

**Hathaway Brown School** commits to providing 115 hours of CS instruction across all grades using Code.org CS Fundamentals, Scratch Jr., Tynker, Bitsbox, Scratch, Code-a-pillar, KIBO robots, LegoWeDo, Dash & Dot, and Micro:bits to 862 students in Shaker Heights, Ohio by Summer 2024.

**Hawthorne Elementary School** commits to providing 180 hours of CS instruction across all grades using district developed course resources called Computer Science and Innovation (C.S.I.) in its STEM instruction covering 100% of state CS standards to all students in grades PreK-5 to 525 students in Baltimore, Maryland by Summer 2024.

**Hebbville Elementary School** commits to providing 180 hours of CS instruction across all grades using district developed course resources called Computer Science and Innovation (C.S.I.) in its STEM instruction covering 100% of state CS standards to all students in grades PreK-5 to 527 students in Baltimore, Maryland by Summer 2024.

**Henry Bauerschlag Elementary School** commits to providing 108 hours of CS instruction across all grades using the Robotics, Coding and Computational Thinking (RCC) program to 861 students in League City, Texas by Summer 2024.

**Hollifield Station Elementary School** commits to providing 105 hours of CS instruction across all grades using a variety of coding and robotics platforms to 872 students in Ellicott City, Maryland by Summer 2024.

**Hopkins Elementary School** commits to providing 810 hours of CS instruction across all grades using plugged and unplugged lessons such as Scratch and Scratch Jr., Bee Bot, and Code.org covering 100% of state CS standards to 1138 students in Lilburn, Georgia by Summer 2024.

**Horizon Elementary School** commits to providing 60 hours of CS instruction across all grades using CodeHS, Scratch, and Scratch Jr. to 612 students in Washington, Utah by Summer 2024.

**Huddleston Elementary School** commits to providing 105 hours of CS instruction across all grades using Scratch, Code.org, Keyboarding Without Tears, Tinkercad, and a technology competition to 631 students in Peachtree City,



Georgia by Summer 2024.

**Ilchester Elementary School** commits to providing 105 hours of CS instruction across all grades using a variety of coding and robotics platforms to 634 students in Ellicott City, Maryland by Summer 2024.

**Indian Mounds Elementary School** commits to providing 157.5 hours of CS instruction across all grades using a computer science immersion program built on three pillars of skills, equity, and joy covering 100% of state CS standards to 356 students in Bloomington, Minnesota by Summer 2024.

**Inman Elementary School** commits to providing 70 hours of CS instruction across all grades using Scratch and Scratch Jr. to 632 students in Fayetteville, Georgia by Summer 2024.

**Ivy Creek Elementary School** commits to providing 595 hours of CS instruction across all grades using a variety of coding and robotics platforms covering 100% of state CS standards to 1414 students in Buford, Georgia by Summer 2024.

**Ivy Preparatory Academy - Inc** commits to providing 600 hours of CS instruction across all grades using a culturally relevant, responsive, original, and sustainable Computer Science and STEM Program, written by Coding with Culture's Coach Hicks, to 427 students in Atlanta, Georgia by Summer 2024.

**J. C. Fremont Elementary School** commits to providing 195 hours of CS instruction across all grades using integrated materials with CS and other subjects covering 100% of state CS standards to 593 students in Carson City, Nevada by Summer 2024.

**J. E. Manch Elementary School** commits to providing 150 hours of CS instruction across all grades using Code.org, Scratch Jr., and Photon Education (photon robots) to 844 students in Las Vegas, Nevada by Summer 2024.

**J. W. Caceres Elementary School** commits to providing 648 hours of CS instruction across all grades using Code.org, CS First, Girls Who Code, and Scratch covering 100% of state CS standards to 354 students in Donna, Texas by Summer 2024.

**J.C. Magill Elementary School** commits to providing 688 hours of CS instruction across all grades using integrated math and computer science with Code.org and TynkerCad covering 100% of state CS standards to 1077 students in Loganville, Georgia by Summer 2024.

**Jackson Elementary School** commits to providing 66 hours of CS instruction across all grades using a variety of coding and robotics platforms to 1544 students in Lawrenceville, Georgia by Summer 2024.

**James Gibson Elementary School** commits to providing 270 hours of CS instruction across all grades using Code.org fundamentals, VEX, Ozobots, Microbits, Project Lead the Way, and modules that were created by RPDP for Nevada covering 100% of state CS standards to 516 students in Henderson, Nevada by Summer 2024.

**Jan Jones Blackhurst Elementary School** commits to providing 96 hours of CS instruction across all grades using a variety of coding and robotics platforms covering 100% of state CS standards to 919 students in Las Vegas, Nevada by Summer 2024.

**Jane D. Hull Elementary School** commits to providing 180 hours of CS instruction across all grades using a





variety of platforms and tools to offer a comprehensive and progressive computer science curriculum for grades K-6 to 548 students in Chandler, Arizona by Summer 2024.

**Jeffers Hill Elementary School** commits to providing 105 hours of CS instruction across all grades using a variety of coding and robotics platforms to 414 students in Columbia, Maryland by Summer 2024.

**Jesse D. Scott Elementary School** commits to providing 106 hours of CS instruction across all grades using Code.org and a variety of robotics platforms to 610 students in North Las Vegas, Nevada by Summer 2024.

**John Adams Elementary** commits to providing 130 hours of CS instruction across all grades using a variety of coding and robotics platforms to 565 students in North Brunswick, New Jersey by Summer 2024.

**John F. Kennedy Magnet School** commits to providing 66 hours of CS instruction across all grades using a variety of coding and robotics platforms covering 100% of state CS standards to 441 students in Port Chester, New York by Summer 2024.

**John F. Ward Elementary School** commits to providing 108 hours of CS instruction across all grades using Code.org, Vex robotics, and Scratch to 594 students in Houston, Texas by Summer 2024.

**John R. Beatty Elementary School** commits to providing 60 hours of CS instruction across all grades using integrated materials of CS with other subject areas to 584 students in Las Vegas, Nevada by Summer 2024.

**John R. Hummel Elementary School** commits to providing 120 hours of CS instruction across all grades using Code.org, Lego robotics, and Sphero to 733 students in Las Vegas, Nevada by Summer 2024.

**John S. McCain III Elementary School** commits to providing 2,700 hours of CS instruction across all grades using Project Stem, Lego Robotics (Spike and Elementary), Scratch, Osmos, Wonder workshop, & Code.org to 521 students in Buckeye, Arizona by Summer 2024.

**John W Bonner Elementary School** commits to providing 87 hours of CS instruction across all grades using Code.org CS Fundamentals and Lego First Robotics Team to 832 students in Las Vegas, Nevada by Summer 2024.

**Joseph L. Bowler Sr. Elementary School** commits to providing 72 hours of CS instruction across all grades using a variety of coding resources to 508 students in Bunkerville, Nevada by Summer 2024.

**Josh Stevens Elementary School** commits to providing 120 hours per year of CS instruction using Code.org CS Fundamentals, Dash robotics, Google Apps Suite, Scratch Jr., and hopefully more to 1034 students in Henderson, Nevada by Summer 2024.

**Joy James Elementary School** commits to providing 216 hours of CS instruction across all grades using Code.org, Minecraft education, and Scratch covering 100% of state CS standards to 444 students in Fort Worth, Texas by Summer 2024.

**Kalaheo Elementary School** commits to providing 90 hours of CS instruction across all grades using a variety of coding and robotics platforms to 415 students in Kalaheo, Hawaii by Summer 2024.

**Kenneth Divich Elementary School** commits to providing 138 hours of CS instruction across all grades using a



variety of coding and robotics platforms to 918 students in Las Vegas, Nevada by Summer 2024.

**Kettle Moraine Schools** commit to providing 270 hours of CS instruction across all grades using a variety of coding and robotics platforms to 136 students in Wales, Wisconsin by Summer 2024.

**King George Elementary School** commits to providing 300 hours of CS instruction across all grades using Code.org, CS First, Neptune Navigate, Dash and Dot Robots, BeeBots, Ozobots, and unplugged activities to 925 students in King George, Virginia by Summer 2024.

**Kings Manor Elementary School** commits to providing 216 hours of CS instruction across all grades using a combination of programs that support computer programming, starting with basic coding skills in the library MakerSpace to 681 students in Kingwood, Texas by Summer 2024.

**Kingsley Elementary School** commits to providing 200 hours of CS instruction across all grades using BootUP PD, Code.org and CS in SF covering 100% of state CS standards to 175 students in Kingsley, Iowa by Summer 2024.

**Knox Gifted Academy** commits to providing 140 hours of CS instruction across all grades using a variety of coding and robotics platforms covering 100% of state CS standards to 646 students in Chandler, Arizona by Summer 2024.

**Kyrene de la Mariposa School** commits to providing 144 hours of CS instruction across all grades using a variety of coding and robotics platforms covering 100% of state CS standards to 474 students in Tempe, Arizona by Summer 2024.

**L. E. Willson Elementary School** commits to providing 54 hours of CS instruction across all grades using Code.org, Common Sense Media, Dash robots, Bee Bots, mTiny Robots, and micro:bits to 298 students in Sheffield, Alabama by Summer 2024.

**Lake Wilderness Elementary School** commits to providing 60 hours of CS instruction across all grades using engineering design, coding, robotics, STEM literacy, and Future Ready Skills covering 100% of state CS standards to 1039 students in Maple Valley, Washington by Summer 2024.

**Laura Dearing Elementary School** commits to providing 150 hours of CS instruction across all grades using Code.org CS Fundamentals, Birdbrain Technologies Finch 2.0, Makey Makey Invention kits, CS Unplugged, Computer Science Education Week, and CS First with Google covering 100% of state CS standards to 885 students in Las Vegas, Nevada by Summer 2024.

**Laurence School** commits to providing 123.75 hours of CS instruction across all grades using a variety of coding platforms covering 100% of state CS standards to 337 students in Van Nuys, California by Summer 2024.

**Lawton Elementary School** commits to providing 93 hours of CS instruction across all grades using Code.org fundamentals to 420 students in Lawton, Michigan by Summer 2024.

**Le Grand Elementary School** commits to providing 105 hours of CS instruction across all grades using Code.org and Acellus to 345 students in Le Grand, California by Summer 2024.

**League City Elementary School** commits to providing 108 hours of CS instruction across all grades using a variety of coding and robotics platforms to 783 students in League City, Texas by Summer 2024.



**Legend Springs Elementary School** commits to providing 105 hours of CS instruction across all grades using lessons and projects are based on the Arizona State Computer Science Standards coupled with the Arizona Educational Technology Standards covering 100% of state CS standards to 682 students in Glendale, Arizona by Summer 2024.

**Lilburn Elementary School** commits to providing 199 hours of CS instruction across all grades using a variety of coding, making, and robotics platforms covering 100% of state CS standards to 1394 students in Lilburn, Georgia by Summer 2024.

**Liliam Lujan Hickey Elementary School** commits to providing 108 hours of CS instruction across all grades using Code.org, Scratch, and Code Ninja to 795 students in Las Vegas, Nevada by Summer 2024.

**Lincoln Elementary School** commits to providing 660 hours of CS instruction across all grades using a variety of coding and robotics platforms to 404 students in Osage, Iowa by Summer 2024.

**Lisbon Elementary School** commits to providing 105 hours of CS instruction across all grades using a variety of coding and robotics platforms to 443 students in Woodbine, Maryland by Summer 2024.

**Lomie G. Heard Elementary School** commits to providing 216 hours of CS instruction across all grades using a variety of coding and robotics platforms to 765 students in Las Vegas, Nevada by Summer 2024.

**Longfellow Elementary School** commits to providing 105 hours of CS instruction across all grades using a variety of coding and robotics platforms to 447 students in Columbia, Maryland by Summer 2024.

**Lovin Elementary School** commits to providing 138 hours of CS instruction across all grades using a variety of coding and robotics platforms covering 100% of state CS standards to 900 students in Lawrenceville, Georgia by Summer 2024.

**LSU Laboratory School** commits to providing 435 hours of CS instruction across all grades using a variety of coding and robotics platforms to 1416 students in Baton Rouge, Louisiana by Summer 2024.

**Lucille S. Rogers Elementary School** commits to providing 120 hours of CS instruction across all grades using Code.org, Kodable, and Code Spark to 738 students in Las Vegas, Nevada by Summer 2024.

**Madison Camelview Elementary School** commits to providing 184 hours of CS instruction across all grades using a variety of coding and robotics platforms to 582 students in Phoenix, Arizona by Summer 2024.

**Manor Woods Elementary School** commits to providing 105 hours of CS instruction across all grades using a variety of coding and robotics platforms to 627 students in Ellicott City, Maryland by Summer 2024.

**Marion E. Cahlan Elementary School** commits to providing 80 hours of CS instruction across all grades using Code.org and a variety of robotics platforms to 716 students in North Las Vegas, Nevada by Summer 2024.

**Mark Twain Elementary School** commits to providing 189 hours of CS instruction across all grades using a variety of coding, making, and robotics platforms to 592 students in Carson City, Nevada by Summer 2024.

**Martin Luther King Jr. Elementary School** commits to providing 90 hours of CS instruction across all grades using



Code.org CS Fundamentals, Spike Lego Education, coding, and Sphero Robotics to 446 students in Las Vegas, Nevada by Summer 2024.

**Mary G. Fritz Elementary School of Yalesville** commits to providing 60 hours of CS instruction across all grades using a variety of coding and robotics platforms to 296 students in Yalesville, Connecticut by Summer 2024.

**Mason Elementary School** commits to providing 162 hours of CS instruction across all grades using a variety of coding and robotics platforms to 890 students in Duluth, Georgia by Summer 2024.

**Maunawili Elementary School** commits to providing 130 hours of CS instruction across all grades using integrated CS and project based learning activities to 358 students in Kailua, Hawaii by Summer 2024.

**Maurice W. Downing Primary School** commits to providing 42 hours of CS instruction across all grades using a variety of coding and robotics platforms to 394 students in Malverne, New York by Summer 2024.

**May Moore Primary School** commits to providing 90 hours of CS instruction across all grades using a variety of coding and robotics platforms to 454 students in Deer Park, New York by Summer 2024.

**Mays Chapel Elementary School** commits to providing 160 hours of CS instruction across all grades using a district-developed course called Computer Science and Innovation (C.S.I.) covering 100% of state CS standards to all of its 720 students in grades K-5 in Timonium, Maryland by Summer 2024.

**McGee's Crossroads Elementary School** commits to providing 170 hours of CS instruction across all grades using Learning.com to 852 students in Angier, North Carolina by Summer 2024.

**McKendree Elementary School** commits to providing 112.5 hours of CS instruction across all grades using a variety of coding, digital citizenship, and robotics platforms covering 100% of state CS standards to 1052 students in Lawrenceville, Georgia by Summer 2024.

**Mesa View Elementary School** commits to providing 330 hours of CS instruction across all grades using a variety of coding and robotics platforms to 359 students in Grand Junction, Colorado by Summer 2024.

**Middlesettlements Elementary School** commits to providing 108 hours of CS instruction across all grades using [Code.org](https://code.org), Scratch, Sphero bots, Bee bots, Pro bots, Indi bots, 3D Printers, Tinkercad and Sketchup covering 100% of state CS standards to 336 students in Louisville, Tennessee by Summer 2024.

**Monument Ridge Elementary School** commits to providing 255 hours of CS instruction across all grades using Code.org curriculum supplemented with robotics (Dash and Sphero), Microbit, Scratch, Bitsbox and FIRST Lego League teams covering 100% of state CS standards to 328 students in Fruita, Colorado by Summer 2024.

**Moses Y. Beach Elementary School** commits to providing 132 hours of CS instruction across all grades using a variety of CS platforms to 315 students in Wallingford, Connecticut by Summer 2024.

**Mount Zion Primary School** commits to providing 30 hours of CS instruction across all grades using a variety of coding platforms to 633 students in Jonesboro, Georgia by Summer 2024.

**Mylan Park Elementary School** commits to providing 100 hours of CS instruction across all grades using Code.org fundamentals and a monthly extension CS Lesson that includes computational thinking, robotics and



unplugged and plugged applications of CS to 456 students in Morgantown, West Virginia by Summer 2024.

**New Caney Elementary School** commits to providing 216 hours of CS instruction across all grades using Code.org CS Fundamentals, Tynker, and Learning.com to 669 students in New Caney, Texas by Summer 2024.

**New Code Academy Elementary** commits to providing 157.5 hours of CS instruction across all grades using resources from Code.org, Scratch, CSinSF, Code Savvy, and a Research Practice Partnership with the University of Minnesota covering 100% of state CS standards to 217 students in Bloomington, Minnesota by Summer 2024.

**New Emerson School at Columbus** commits to providing 210 hours of CS instruction across all grades using a variety of coding and robotics platforms to 141 students in Grand Junction, Colorado by Summer 2024.

**North Fayette Elementary School** commits to providing 60 hours of CS instruction across all grades using CodeHS Elementary to 659 students in Fayetteville, Georgia by Summer 2024.

**Northfield Elementary School** commits to providing 105 hours of CS instruction across all grades using a variety of coding and robotics platforms to 702 students in Ellicott City, Maryland by Summer 2024.

**Oak Grove Elementary School** commits to providing 132 hours of CS instruction across all grades using a variety of coding, making, and robotics platforms to 515 students in Peachtree City, Georgia by Summer 2024.

**Oak Grove Elementary School** commits to providing 87 hours of CS instruction across all grades using Code.org, Scratch, CS Fundamentals, and 2018 MS CCRS for Computer Science to 724 students in Hattiesburg, Mississippi by Summer 2024.

**Oak Grove Primary School** commits to providing 78 hours of CS instruction across all grades using a variety of coding and robotics platforms to 579 students in Prairieville, Louisiana by Summer 2024.

**Oakley Elementary School** commits to providing 129.6 hours of CS instruction across all grades using Code.org, Tynker, Learning.com, Sphero, Ozobots, WeDo, and a few other robotic platforms to 812 students in New Caney, Texas by Summer 2024.

**Oasis Elementary North** commits to providing 60 hours of CS instruction across all grades using a variety of coding and robotics platforms to 771 students in Cape Coral, Florida by Summer 2024.

**Ocean City Intermediate School** commits to providing 50 hours of CS instruction across all grades using a variety of coding and robotics platforms to 524 students in Ocean City, New Jersey by Summer 2024.

**Oliver Beach Elementary School** commits to providing 180 hours of CS instruction across all grades using district developed course resources called Computer Science and Innovation (C.S.I.) in its STEM instruction covering 100% of state CS standards to all students in grades PreK-5 to 185 students in Baltimore, Maryland by Summer 2024.

**Overby-Sheppard Elementary School** commits to providing 84 hours of CS instruction across all grades using Code.org, Scratch, Scratch Jr., and additional resources supplied by CodeVA to teach computer science to 353 students in Richmond, Virginia by Summer 2024.

**P.S. 36 The J. C. Drumgoole School** commits to providing 210 hours of CS instruction across all grades using



Scratch Jr., Scratch, and CS First to 882 students in Staten Island, New York by Summer 2024.

**P.S. 55 The Henry M. Boehm School** commits to providing 144 hours of CS instruction across all grades using a self-designed curriculum covering 100% of state CS standards to 580 students in Staten Island, New York by Summer 2024.

**P.S./I.S. 268** commits to providing 400 hours of CS instruction across all grades using Code.org and Codesters to 643 students in Jamaica, New York by Summer 2024.

**Paradise Canyon Elementary School** commits to providing 68 hours of CS instruction across all grades using Scratch Jr., Scratch, Code.org, Lego Spike app, Lego Education app, Python, Microbits, and MakeyMakeys to 573 students in St. George, Utah by Summer 2024.

**Parsons Elementary School** commits to providing 168 hours of CS instruction across all grades using a variety of coding and robotics platforms covering 100% of state CS standards to 703 students in North Brunswick, New Jersey by Summer 2024.

**Pasadena Lakes Elementary School** commits to providing 60 hours of CS instruction across all grades using Code.org and Vex Robotics to 452 students in Pembroke Pines, Florida by Summer 2024.

**Patrick Elementary School** commits to providing 360 hours of CS instruction across all grades using a variety of coding and robotics platforms covering 100% of state CS standards to 861 students in Buford, Georgia by Summer 2024.

**Peachtree City Elementary School** commits to providing 120 hours of CS instruction across all grades using integrated math and CS with Scratch and Scratch Jr. to 494 students in Peachtree City, Georgia by Summer 2024.

**Pease Elementary School** commits to providing 84 hours of CS instruction across all grades using multiple modes of curriculum to complete their STEM Lab Rotation each week to 574 students in Odessa, Texas by Summer 2024.

**Peoples Elementary School** commits to providing 72 hours of CS instruction across all grades using Scratch to 756 students in Fayetteville, Georgia by Summer 2024.

**Pharr Elementary School** commits to providing 783 hours of CS instruction across all grades using a variety of coding platforms and curricula covering 100% of state CS standards to 704 students in Snellville, Georgia in Georgia by Summer 2024.

**Piscataquis Community Elementary School** commits to providing 228 hours of CS instruction across all grades using Code.org, CodeSpark, Kodable, Scratch, Scratch Jr., Osmo, Beebot, Ozobot, Botley, Sphero, and Dash/Dot to 354 students in Guilford, Maine by Summer 2024.

**Pittsburgh Woolslair K-5 Elementary School** commits to providing 156 hours of CS instruction across all grades using a variety of coding and robotics platforms covering 100% of state CS standards to 181 students in Pittsburgh, Pennsylvania by Summer 2024.

**Pocahontas Area Elementary School** commits to providing 270 hours of CS instruction across all grades using a variety of coding and robotics platforms covering 100% of state CS standards to 278 students in Pocahontas,



Iowa by Summer 2024.

**Point Road School** commits to providing 75 hours of CS instruction across all grades using a variety of coding and robotics platforms covering 100% of CS standards to 439 students in Little Silver, New Jersey by Summer 2024.

**Pointers Run Elementary School** commits to providing 105 hours of CS instruction across all grades using a variety of coding and robotics platforms to 912 students in Clarksville, Maryland by Summer 2024.

**Poplar Bridge Elementary School** commits to providing 157.5 hours of CS instruction across all grades using resources from Code.org, Scratch, CSinSF, Code Savvy, and a Research Practice Partnership with the University of Minnesota covering 100% of state CS standards to 499 students in Bloomington, Minnesota by Summer 2024.

**Porter Elementary School** commits to providing 216 hours of CS instruction across all grades using Code.org, Tynker, and Learning.com to 699 students in Porter, Texas by Summer 2024.

**Preston Elementary School** commits to providing 90 hours of CS instruction across all grades using the BootUp PD Curriculum to 403 students in Preston, Maryland by Summer 2024.

**Prospect Hill Academy Charter School** commits to providing 192 hours of CS instruction across all grades using a variety of coding and robotics platforms covering 100% of state CS standards to 1106 students in Cambridge, Massachusetts by Summer 2024.

**Putnam County Primary School** commits to providing 540 hours of CS instruction across all grades using a variety of coding and robotics platforms covering 100% of state CS standards to 759 students in Eatonton, Georgia by Summer 2024.

**Ralph M. T. Johnson School** commits to providing 216 hours of CS instruction across all grades using [Code.org](#), CS Fundamentals, and a variety of apps, online programs, unplugged lessons and robots covering 100% of state CS standards to 679 students in Bethel, Connecticut by Summer 2024.

**Red Rock Elementary School** commits to providing 300 hours of CS instruction across all grades using Code.org to 736 students in Las Vegas, Nevada by Summer 2024.

**Ridgely Elementary School** commits to providing 90 hours of CS instruction across all grades using the BootUp PD Curriculum to 469 students in Ridgely, Maryland by Summer 2024.

**Riverview STEM Elementary School** commits to providing 245 hours of CS instruction across all grades using Project Lead the Way to 337 students in Rancho Cordova, California by Summer 2024.

**Robert Crippen Elementary School** commits to providing 360 hours of CS instruction across all grades using Code.org, Tynker, Makerspaces, and Learning.com to 557 students in Porter, Texas by Summer 2024.

**Robert J. Burch Elementary School** commits to providing 192 hours of CS instruction across all grades using CodeHS Elementary to 613 students in Tyrone, Georgia by Summer 2024.

**Robert L. Forbuss Elementary School** commits to providing 228 hours of CS instruction across all grades using a variety of computer science and digital literacy platforms to 675 students in Las Vegas, Nevada by Summer 2024.



**Roberts Elementary School** commits to providing 180 hours of CS instruction across all grades using a variety of coding, making, and robotics platforms to 851 students in Suwanee, Georgia by Summer 2024.

**Rock Creek Elementary School** commits to providing 60 hours of CS instruction across all grades using engineering design, coding, robotics, STEM literacy, and Future Ready Skills covering 100% of state CS standards to 716 students in Maple Valley, Washington by Summer 2024.

**Rock Hill Elementary School** commits to providing 132 hours of CS instruction across all grades using a variety of CS platforms to 307 students in Wallingford, Connecticut by Summer 2024.

**Rockburn Elementary School** commits to providing 105 hours of CS instruction across all grades using a variety of coding and robotics platforms to 628 students in Elkridge, Maryland by Summer 2024.

**Rockhill Elementary School** commits to providing 60 hours of CS instruction across all grades using Code.org, Scratch, Seesaw, WeDo Legos, csunplugged.org, GoOpenVA.org, tcsempowers.tcsapps.com, and Code Ninjas to 659 students in Stafford, Virginia by Summer 2024.

**Ruben P. Diaz Elementary School** commits to providing 120 hours of CS instruction across all grades using a variety of coding and robotics platforms covering 100% of state CS standards to 699 students in Las Vegas, Nevada by Summer 2024.

**Running Brook Elementary School** commits to providing 115 hours of CS instruction across all grades using a variety of coding and robotics platforms to 484 students in Columbia, Maryland by Summer 2024.

**Saint Bridget School** commits to providing 195 hours of CS instruction across all grades using Code.org, Scratch, CS fundamentals, Google Education, and Common Sense Media covering 100% of state CS standards to 207 students in Framingham, Massachusetts by Summer 2024.

**Sanders Elementary School** commits to providing 144 hours of CS instruction across all grades using a variety of coding and robotics platforms covering 100% of state CS standards to 252 students in Sanders, Arizona by Summer 2024.

**Sandlapper Elementary School** commits to providing 216 hours of CS instruction across all grades using a computer science immersion program covering 100% of state CS standards to 653 students in Columbia, South Carolina by Summer 2024.

**Sandy Searles Miller Elementary School** commits to providing 648 hours of CS instruction across all grades using Code.org and Vex Robotics to 671 students in Las Vegas, Nevada by Summer 2024.

**Santa Monica Boulevard Community Charter School** commits to providing 84 hours of CS instruction across all grades using a variety of coding and robotics platforms in the iLabs model to 783 students in Los Angeles, California by Summer 2024.

**Shades Cahaba Elementary School** commits to providing 105 hours of CS instruction across all grades using Code.org, BeeBot, Scratch, Scratch Jr., unplugged coding activities, Dash and Dot activities, and Tynker to 503 students in Homewood, Alabama by Summer 2024.





**Shadow Lake Elementary School** commits to providing 60 hours of CS instruction across all grades using engineering design, coding, robotics, STEM literacy, and Future Ready Skills covering 100% of state CS standards to 509 students in Maple Valley, Washington by Summer 2024.

**Shoop Math-Sci Tech Elementary Academy** commits to providing 240 hours of CS instruction across all grades using a variety of coding, making, and robotics platforms to 448 students in Chicago, Illinois by Summer 2024.

**Sierra Verde Steam Academy** commits to providing 115 hours of CS instruction across all grades using a variety of coding and robotics platforms to 899 students in Glendale, Arizona by Summer 2024.

**Silver Shores Elementary School** commits to providing 78 hours of CS instruction across all grades using Code.org enriched with Ozoblockly, Microsoft MakeCode, Scratch, and Turing Tumbles covering 100% of state CS standards to 329 students in Miramar, Florida by Summer 2024.

**Simpson Elementary School** commits to providing 810 hours of CS instruction across all grades using Code.org, Scratch, and Scratch Jr. to 925 students in Norcross, Georgia by Summer 2024.

**Sister Robert Joseph Bailey Elementary School** commits to providing 60 hours of CS instruction across all grades using Code.org and a variety of robotics platforms covering 100% of state CS standards to 656 students in Las Vegas, Nevada by Summer 2024.

**Snow Hill Elementary School** commits to providing 120 hours of CS instruction across all grades using code.org to 383 students in Snow Hill, Maryland by Summer 2024.

**Sonoran Science Academy East** commits to providing 240 hours of CS instruction across all grades using a variety of coding and robotics platforms to 450 students in Tucson, Arizona by Summer 2024.

**Sonoran Science Academy Peoria** commits to providing 120 hours of CS instruction across all grades using Code.org and TynkerCAD to 224 students in Peoria, Arizona by Summer 2024.

**Sonoran Science Academy Phoenix** commits to providing 90 hours of CS instruction across all grades using Code.org and digital literacy resources to 383 students in Phoenix, Arizona by Summer 2024.

**Sorters Mill Elementary School** commits to providing 216 hours of CS instruction across all grades using Code.org to 721 students in Porter, Texas by Summer 2024.

**Sparks Elementary School** commits to providing 180 hours of CS instruction across all grades using a district-developed course called Computer Science and Innovation (C.S.I.) covering 100% of state CS standards to all of its 509 students in grades K-5 in Sparks, Maryland by Summer 2024.

**Spring Hill Elementary School** commits to providing 74 hours of CS instruction across all grades using CS lessons in Scratch and integrated lessons in Math and Science classrooms to 709 students in Fayetteville, Georgia by Summer 2024.

**Springbrook Elementary School** commits to providing 50 hours of CS instruction across all grades using Coding mace, Code.org and Scratch to 303 students in Westerly, Rhode Island by Summer 2024.

**St. Johns Lane Elementary School** commits to providing 206 hours of CS instruction across all grades using Dash



robot, Blockly, [Code.org](https://code.org), plugged and unplugged, Scratch, Common sense education, digital citizenship and more to 764 students in Ellicott City, Maryland by Summer 2024.

**St. Mary's Academy** commits to providing 144 hours of CS instruction across all grades using a variety of curriculum and resources to teach foundational programming and coding principles to 400 students in Fayetteville, Georgia by Summer 2024.

**Stanford Elementary School** commits to providing 75 hours of CS instruction across all grades using Code.org and Edison Robotics to 592 students in Las Vegas, Nevada by Summer 2024.

**Starling Elementary School** commits to providing 42 hours of CS instruction across all grades using Scratch, Scratch Jr., Blockly, Dash Robot, and Ozobot coding covering 100% of state CS standards to 1131 students in Grayson, Georgia by Summer 2024.

**State Street School** commits to providing 60 hours of CS instruction across all grades using a variety of coding and robotics platforms to 284 students in Westerly, Rhode Island by Summer 2024.

**Stevens Forest Elementary School** commits to providing 105 hours of CS instruction across all grades using a variety of coding and robotics platforms to 426 students in Columbia, Maryland by Summer 2024.

**Stevenson (Robert Louis) Elementary School** commits to providing 190 hours of CS instruction across all grades using a combination of San Francisco United School District's "Computer Science for All in SF" program along with personal lessons to enrich our students' connections with their multi-media devices to 449 students in San Francisco, California by Summer 2024.

**Stripling Elementary School** commits to providing 810 hours of CS instruction across all grades using a variety of coding, making, and robotics platforms covering 100% of state CS standards to 675 students in Norcross, Georgia by Summer 2024.

**Sugar Hill Elementary School** commits to providing 108 hours of CS instruction across all grades using a variety of coding platforms and curricula covering 100% of state CS standards to 1201 students in Sugar Hill, Georgia by Summer 2024.

**Swansfield Elementary School** commits to providing 105 hours of CS instruction across all grades using a variety of coding and robotics platforms to 562 students in Columbia, Maryland by Summer 2024.

**Tahoma Elementary School** commits to providing 60 hours of CS instruction across all grades using engineering design, coding, robotics, STEM literacy, and Future Ready Skills covering 100% of state CS standards to 740 students in Maple Valley, Washington by Summer 2024.

**Talbott Springs Elementary** commits to providing 105 hours of CS instruction across all grades using a variety of coding and robotics platforms to 509 students in Columbia, Maryland by Summer 2024.

**Tavola Elementary School** commits to providing 648 hours of CS instruction across all grades using Code.org, CS Fundamentals, Tynker, Learning.com to 646 students in New Caney, Texas by Summer 2024.

**The 30th Avenue School (G&T Citywide)** commits to providing 198 hours of CS instruction across all grades using Code.org and Scratch to 542 students in Astoria, New York by Summer 2024.



**The Benjamin School** commits to providing 81 hours of CS instruction across all grades using a variety of coding and robotics platforms covering 100% of state CS standards to 1285 students in North Palm Beach, Florida by Summer 2024.

**The Heritage School** commits to providing 240 hours of CS instruction across all grades using Code.org and Python to 430 students in Newnan, Georgia by Summer 2024.

**Thomas Metcalf School** commits to providing 110 hours of CS instruction across all grades using a variety of coding, making, and robotics platforms to 406 students in Normal, Illinois by Summer 2024.

**Thomas O'Roarke Elementary School** commits to providing 70 hours of CS instruction across all grades using a variety of computer science platforms covering 100% of state CS standards to 861 students in Las Vegas, Nevada by Summer 2024.

**Triadelphia Ridge Elementary School** commits to providing 105 hours of CS instruction across all grades using a variety of coding and robotics platforms to 555 students in Ellicott City, Maryland by Summer 2024.

**Trip Elementary School** commits to providing 1500 hours of CS instruction across all grades using a combination of Scratch Jr., Scratch (CS First), Bee-Bots, Spike Prime/EV3, and Makey Makey to 1267 students in Grayson, Georgia by Summer 2024.

**Tularosa Elementary School** commits to providing 90 hours of CS instruction across all grades using Codelicious, Codable, the Botley 2.0 Coding robot Classroom Bundle, Sphero, Sphero Indi, and First Lego League Kits covering 100% of state CS standards to 219 students in Tularosa, New Mexico by Summer 2024.

**Tuscaloosa Academy** commits to providing 102 hours of CS instruction across all grades using Kodable, BeeBots, Scratch Jr., Code.org, CodeSpark, Dot/Dash robots, Wonder, CodeSpark, Tynker, Swift Playgrounds, VEX robots/VEXIQ code, Ozobots, and Edisons to 455 students in Tuscaloosa, Alabama by Summer 2024.

**Valley Hi Elementary School** commits to providing 78 hours of CS instruction across all grades using a variety of coding and robotics platforms to 310 students in San Antonio, Texas by Summer 2024.

**Valley Ranch Elementary School** commits to providing 216 hours of CS instruction across all grades using Code.org CS Fundamentals, Tynker, Learning.com, Ozobot, BeeBot, MouseBot, Dash and Sphero to 831 students in Porter, Texas by Summer 2024.

**Veterans Elementary School** commits to providing 105 hours of CS instruction across all grades using a spiral curriculum to introduce 962 students to the world of computational thinking in Ellicott City, Maryland by Summer 2024.

**Vincent L. Triggs Elementary School** commits to providing 60 hours of CS instruction across all grades using Code.org to 696 students in North Las Vegas, Nevada by Summer 2024.

**W.A. Threadgill Primary School** commits to providing 54 hours of CS instruction across all grades using web safety, coding, robotics, strategic planning, and vocabulary to 282 students in Sheffield, Alabama by Summer 2024.



**Waiakeawaena Elementary School** commits to providing 108 hours of CS instruction across all grades using Code.org with additional Culturally Relevant curricula from Hawaii State Dept. of Ed. to 731 students in Hilo, Hawaii by Summer 2024.

**Walter Bracken Elementary School** commits to providing 215 hours of CS instruction across all grades using a combination of Code.org, Skill struck, Scratch, Lego Education, and Sphero to 535 students in Las Vegas, Nevada by Summer 2024.

**Walter V. Long Elementary School** commits to providing 75 hours of CS instruction across all grades using Code.org and Common Sense Media to 835 students in Las Vegas, Nevada by Summer 2024.

**Waterloo Elementary School** commits to providing 105 hours of CS instruction across all grades using a variety of coding and robotics platforms to 602 students in Columbia, Maryland by Summer 2024.

**Waverly Elementary School** commits to providing 105 hours of CS instruction across all grades using a variety of coding and robotics platforms to 951 students in Ellicott City, Maryland by Summer 2024.

**West Friendship Elementary School** commits to providing 105 hours of CS instruction across all grades using a variety of coding and robotics platforms to 393 students in West Friendship, Maryland by Summer 2024.

**Whittier Elementary School** commits to providing 720 hours of CS instruction across all grades using a variety of coding and robotics platforms covering 100% of state CS standards to 422 students in Clinton, Iowa by Summer 2024.

**William G. Bennett Elementary School** commits to providing 6 hours of CS instruction across all grades using Code.org to 387 students in Laughlin, Nevada by Summer 2024.

**William Lummis Elementary School** commits to providing 425 hours of CS instruction across all grades using Code.org, Lego robotics programming & competitions, and Coding with Maps Accelerator to 502 students in Las Vegas, Nevada by Summer 2024.

**Woodland Forrest Elementary School** commits to providing 190 hours of CS instruction across all grades using a variety of coding and robotics platforms to 489 students in Tuscaloosa, Alabama by Summer 2024.

**Worthington Elementary School** commits to providing 105 hours of CS instruction across all grades using a variety of coding and robotics platforms to 508 students in Ellicott City, Maryland by Summer 2024.