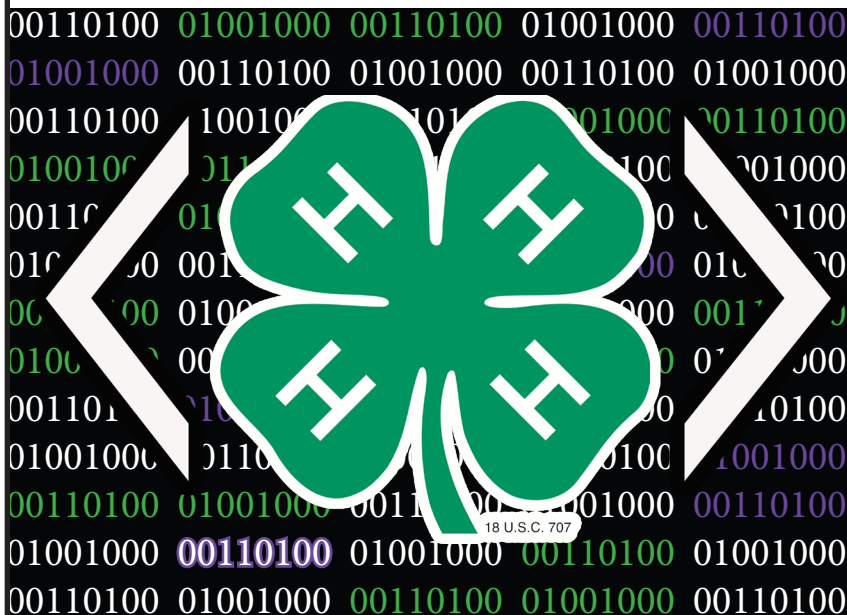




Growing a CS Pathway
For America's Youth

PLAN of ACTION PLAYBOOK



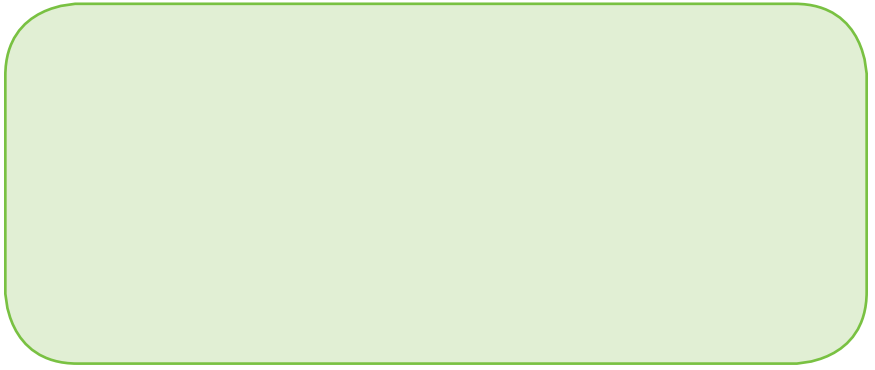
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SITUATION: Describe the current state of CS in your community, region, and state. Are there geographic regions, program areas, or people that are involved in 4-H CS?

WHAT: Identify the “Big Ideas” you want to realize with your CS Program?

WHY: Why does your state want to be involved in a CS effort? Why would others want to be a part of this effort?

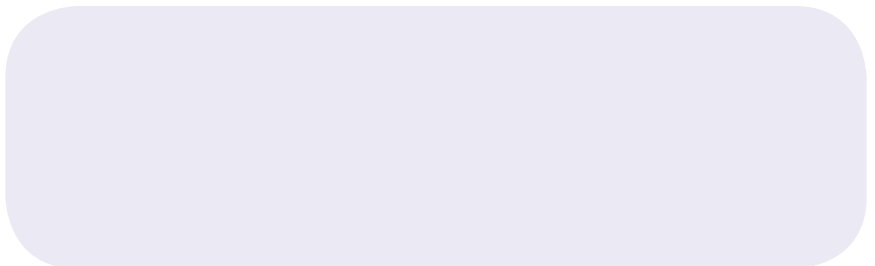
WHO: Are there people/partners who can help with the plan implementation? Consider Extension staff, 4-H volunteers, staff and volunteers who work at other locations such as libraries, community colleges, and afterschool programs?



WHERE: What are the locations that 4-H currently uses for programs? Do they have what you need for a CS program? What other community locations could be considered as places to implement your CS Plan? Can the location be virtual?



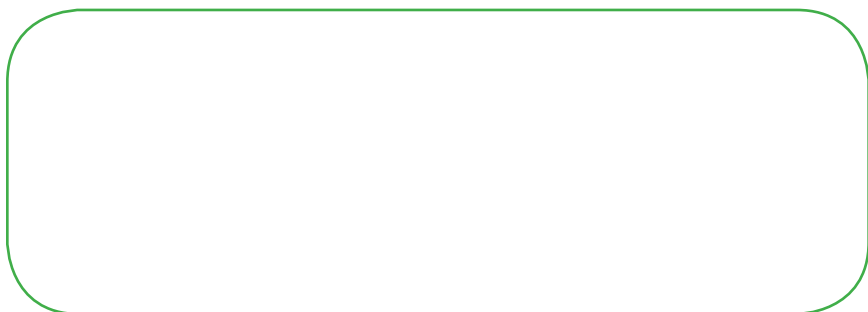
WHEN: What is the time frame to implement this CS Plan? How might the plan be phased?



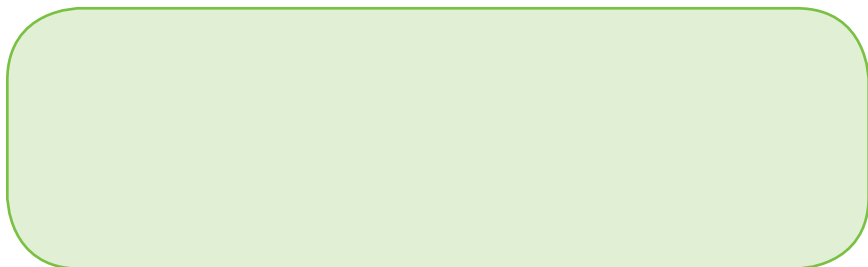
HOW: What types of program models might you consider using to deliver CS programs? (i.e., camps, clubs, afterschool programs)



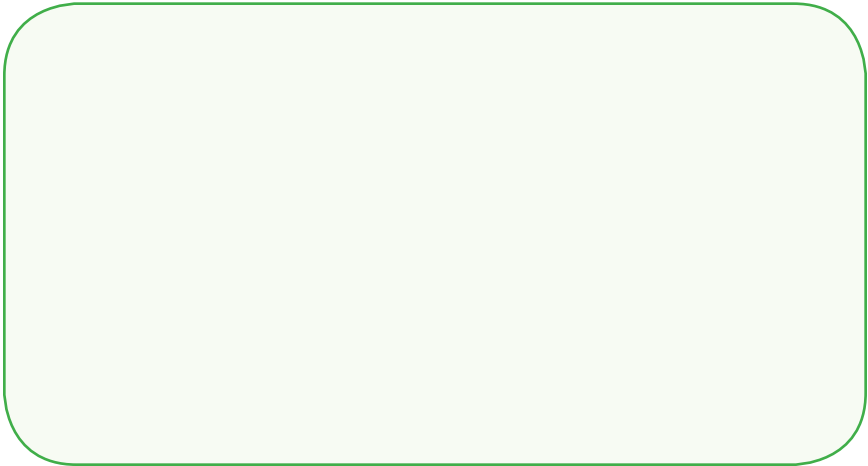
EQUIPMENT: What kinds of tools do you have to assist you in implementing your plan? What kind of equipment might you need to purchase? How might you store and transport items?



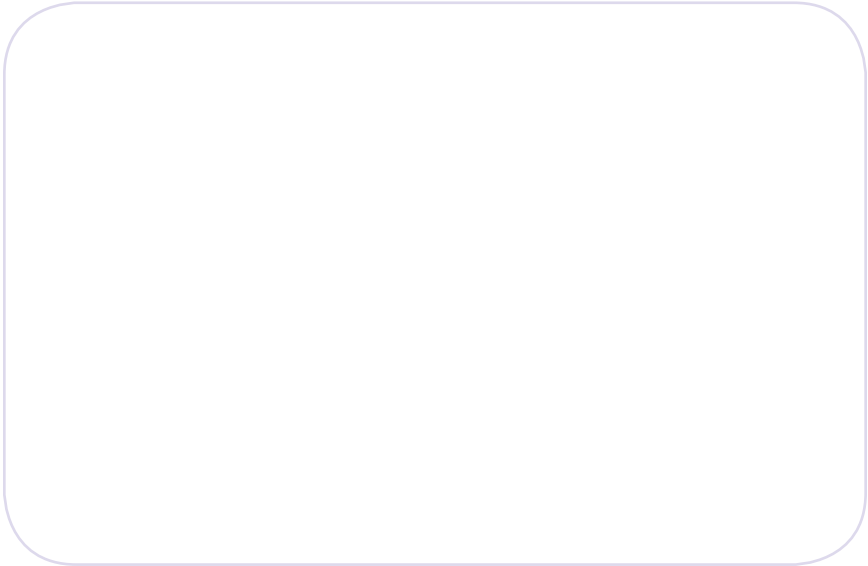
DIVERSITY: What strategies can you use to reach diverse audiences? Diverse audiences include: girls, racial diversity, and youth living in rural parts of your state. Who might be able to help you to engage these audiences? How might the program be adapted? What partners could help you realize this goal?



GOAL 1: What do you hope your state's CS efforts will look like by this time next year?



GOAL 2: What do you hope your state's CS efforts will look like three years down the road?



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THE PLAYBOOK

A Playbook is a book put together by a coaching staff, to provide team members instructions for the various plays to be used in “the game.” In this case, the goal of the game is to provide youth with meaningful CS experiences. Like football, CS education experiences are best designed with a variety of play options. The following sections will help you to develop the “play” you need to develop to be successful.

Action Plan Play	Who is Responsible?	What is needed for equipment, training, location?	When will this start & finish?	How will we know it made a difference?

Partners & 4-H Leaders, Think Win-Win

Possible Partner	How do they benefit?	How do we benefit?	Who will contact?

Equipment & Supplies

Equipment Piece	Source	Cost (Consider Quantity)	How to Store and Transport?

Teen Leaders


Who?	How to Train?	How to Support?	How to Gather Feedback?

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NEW IDEAS FROM OTHER STATES:

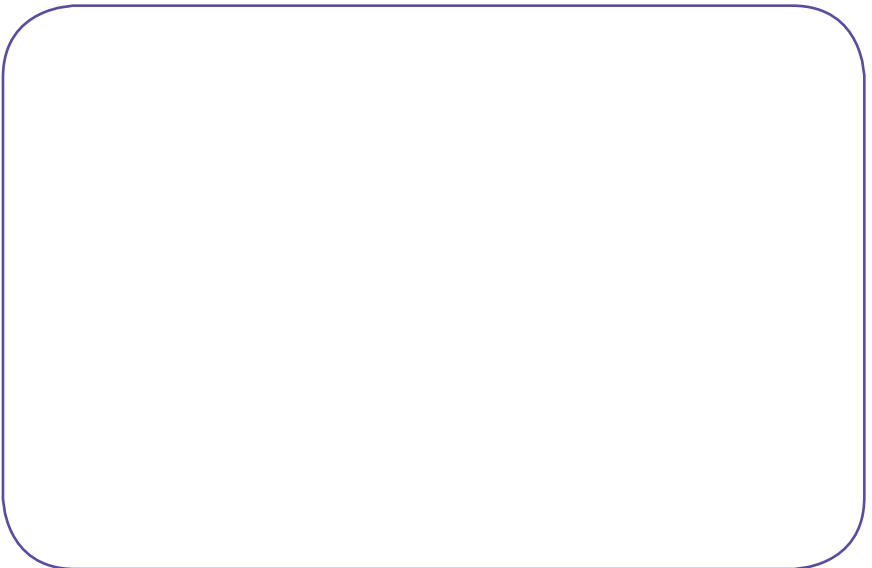


THINGS I WANT TO LEARN MORE ABOUT



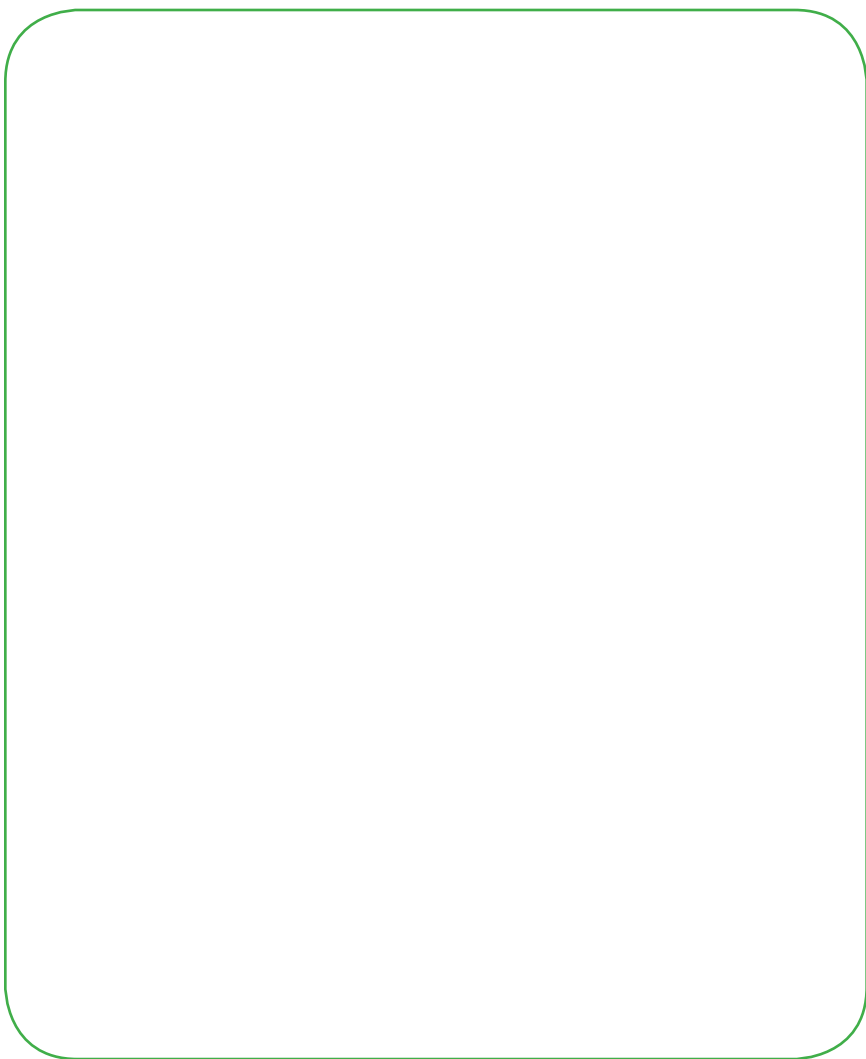
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OBSTACLES TO OVERCOME



NATIONAL YOUTH SCIENCE DAY (NYSD) 2019

What are your ideas to teach NYSD in your state? How might you recruit teen leaders to teach? Who can help you reach new groups to be involved?



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THE 4-H CAREER PATHWAY



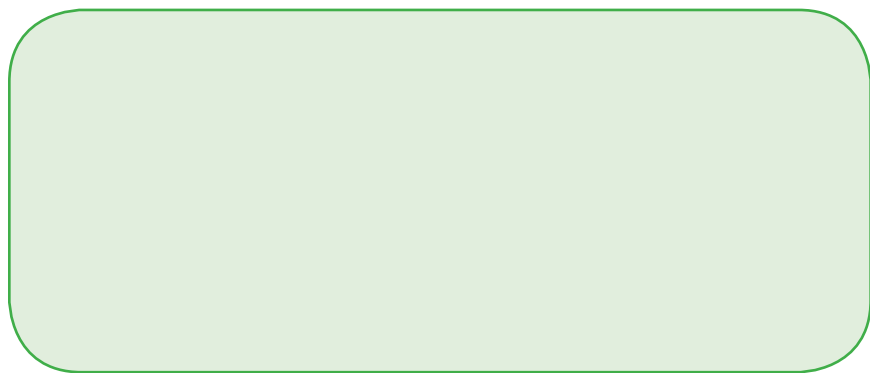
EXPLORE: "I might like to do this." What kinds of introductory activities can be included to raise awareness and provide a "spark" for CS in your program? How might these experiences be part of existing 4-H experiences:

LEARN: "I can do this." What kinds of clubs and camps might be provided to develop CS skills in youth? How might they be promoted to recruit new youth and volunteers to the 4-H program?

PRACTICE: “I’m interested in this.” What kinds of activities can increase skills in CS? Think about how learning a new kind of programming, i.e., Python, utilize CS in a project, or organize a group of teens to participate in a Massive Online Course.



EXPERIENCE: “I will do this.” How can real world experiences be provided to youth? This can be internships or service learning.



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