



The Girls, Math & Science Partnership: Current Programs 2009

BrainCake.org - Smart. Sweet.

www.BrainCake.org

Concept: BrainCake.org is an online sisterhood of girls ages 11 - 17 featuring programs, scholarships, virtual mentoring, girl blogs, homework help, research and resources in a framework that integrates pop culture, science, and learning. Sections for mentors, teachers and stakeholders interested in gender equity are included. The site currently has almost 30,000 individual visitors monthly, over 1 million hits each month and a growing global database of more than 9000.

Where it's going: BrainCake apparel is now available for wholesale purchase nationwide. BrainCake will spend continue to grow its functionality in 2009 around multimedia, social networking and virtual mentoring.

Click! - Urban Science Adventure www.BrainCake.org/click.aspx

Concept: Click! is a six-day camp for middle school girls that uses location-aware mobile devices paired with high-tech computers and a complex science mystery. It's "Charlie's Angels" meets reality TV in a science adventure unlike any other in the nation. Girls "earn their Click! Agent credentials" using an urban setting as their own detective agency.

The complete Click! trilogy is finalized in 2009. The 6th grade version of Click!, a biomedical mystery, and the 7th grade environmental mystery, are fully development. The final installment, a technology mystery for 8th graders will be piloted in 2009.

Where it's going: Replications of Click! 1 are available. Click! 2 and 3 will be available for purchase and training in 2010.

The Girl Solution: A Gender Equity Toolkit www.BrainCake.org/toolkit

Concept: In Spring 2007, GMSP launched *The Girl Solution*, a toolkit for educators, after school programs, and girl-serving agencies. *The Girl Solution* helps engage and sustain girls' interest in science, math, engineering and technology. The program is designed for girls in grades

4 through 8, a time when they are likely to lose interest in these subject areas. Testing and expansion within the afterschool market is ongoing.

The toolkit can be used to train teachers in individual schools or entire school districts. The toolkit is available for sale individually or within a workshop training format.

Where it's going: The toolkit was initially distributed in limited quantities nationally. By providing training in schools and entire districts, a cadre of teachers can be equipped and prepared for reaching girls in innovative ways in years where they are dropping out of science, math, engineering, and technology. GMSP will seek funding for new toolkits geared toward parents, girls, and mentors as well as seeking national "train-the-trainer" partner sites.

GirlTalk Radio www.BrainCake.org/girltalk

GirlTalk is an after school program designed to immerse middle school girls in media production, audio engineering, and interviewing technique with female mentors. First piloted in the summer of 2007, GirlTalk participants conduct, edit and broadcast to a live audience of 70,000 listeners through a partnership with The Saturday Light Brigade. This chance to interview emerging and established female mathematicians, scientists, and engineers connects generations of future scientists to women who are in these fields today.

Where it's going: The program is being replicated. Season 2 is now downloadable in podcast format.

Can*TEEN www.BrainCake.org/canteen

Can*TEEN is a new project of the Girls, Math & Science Partnership making its debut in early 2009. Can*TEEN is a kit solely focused on teen girls that is built to connect girls to science in a way that captures their imagination and cultivates their long-term interest in science as a career. Can*TEEN puts girls in touch with resources, mentors, curriculum and each other as a way to inspire girls' choices of seeing science as their career and their way to make a difference in the world.

Each STEM discipline has two girls associated with it as guides; these girls are both inspirational for toolkit users as well as practical...they feel real and approachable. Each guide has a detailed profile that can be explored by any girl at any time using multiple access points...everything from interests (one girl likes soccer, another is consumed with lowering her carbon footprint), to women mentors, to websites, to learning styles based on Gardner's multiple intelligences.

Where it's going: Funding is being sought for an online Social Action Network as a companion to the physical toolkit.

The Girls, Math & Science Partnership: Dream Programs 2008 - 2010

Ferocious Beauty: Genome – Dance, meet Science.

Concept: *Ferocious Beauty: Genome* was developed by the Liz Lerman Dance Exchange to engage people at an intersection – the intersection between art and science. Informed by scientists, the dance focuses on the human genome, its implications for our future, and the ethics and public policy surrounding genetics. In addition to the performance itself, the Dance Exchange is crossing the country to provide workshops, lectures, town hall meetings, and professional development for scientists and educators while engaging the public in discussing issues surrounding genetics and health.

Where it's going: Pending funding, *Ferocious Beauty: Genome* will come to Pittsburgh and focus - for the first time - on Gender and Genetics. Our partners, Magee Women's Research Institute, will host public policy forums around topics ranging from stem cells, aging, and genetic engineering. A teen institute will engage dancers with young women, capturing their imagination and understanding around science.

Ant City – The first ever Big Game with a social change agenda

Concept: A GPS-supported game, *Ant City* is a video game come alive across the city center. Teams of girls act as a community of ants, exploring the world through the lens of emergence. Emergence is a concept used to describe how simple rules and simple behavior can produce complex large-scale organization and striking forms of communal intelligence. The weekend-long program involves different types of play, including competition, survival, and collaboration.

Where it's going: This game was exclusively commissioned by GMSP. Pending funding, the game will be piloted in Pittsburgh, utilizing our new downtown WiFi capabilities and will be replicable at sites across the nation, drawing awareness and advocacy to the issue of engaging girls in science and technology – from elementary school to employment.

Inspired? Give to any of these programs or our general operations at www.BrainCake.org/addgirls. Named sponsorships are also available. For information contact Jennifer Stancil at stancilj@carnegiesciencecenter.org.