The Girls Who Game program

Offered through a partnership between Dell, Microsoft and Intel, the "Girls Who Game" program encourages girls to get into the world of gaming, exposing them to new ways of applying STEM learning. This is an engaging technology-based program designed to captivate female students in grades 4-8 in learner-driven experiences to build their technology, leadership and communication skills.

Call to Action

Computing skills are sought-after in the job market, with demand growing at 3X the North American average. Less than a quarter of computing jobs are held by women, and that number is declining.

- While women constitute 50% of the overall workforce and only 28% of the Science & Engineering workforce[1]
- 11% of Science, Technology, Engineering, and Mathematics (STEM) jobs are held by women of colour[2]
- Less than 50% of high school girls know a woman in a STEM career[3]

This journey of growth and learning unfolds through three levels within the program, expanding their global competencies through each component:

Level One focuses on building the GWG club community, including the introduction of female technology mentors. Using Minecraft: Education Edition, the aim is to develop game-based skills and global competencies, working toward a final culminating task.

Level Two focuses on the development of leadership skills and teamwork expertise. Participants have the potential to develop into Junior mentors during this stage. Esports are introduced and leads to a culminating event where the girls play against each other and/or their mentors.

Level Three further develops global competencies and building an esports team. The Junior mentors continue their development into team leaders. A strategy playbook is created by the club, and the culminating involves multiple clubs participating in an esports event, finishing with a celebration and awards!

GIRLS WHO GAME

DELL Technologies

Microsoft

intel.

1. Women in Computer Science: Getting Involved in STEM https://www.computerscience.org/resources/women-in-computer-science

2. Women, Minorities, and Persons with Disabilities in Science and Engineering (2017). National Science Foundation

3. The Girl Scout Research Institute. (2012). Generation STEM: What girls say about science, technology, engineering, and math. New York, NY: Girl Scouts of the USA

Strategically Innovating the Success of Tomorrow

Our Goals	Are Attained Through These Activities
Authentic Application: Engage female students in grades 4-8 in learner-driven experiences that broaden their knowledge, skills and dispositions within STEM-related fields.	• Leverage game-based learning resources across multiple disciplines. • Increase awareness and improve global competencies by providing experiences for students to develop and practice their collaboration, communication, creativity, self-regulation, citizenship, and critical thinking and problem-solving skills.
Develop Mentorship: Foster the pursuit of academic and career aspirations of young women through mentorship.	• Facilitate virtual mentor to inspire, educate, and equip girls from the program with authentic application of necessary knowledge, skills, and dispositions to be successful in STEM fields.
Build a Community of Learners: Cultivate a community to support building relationships, amplifying success, and promoting reflection for continued growth and ongoing feedback.	• Develop a girl-centric ecosystem that empowers girls to learn from each other and build their confidence in a STEM-focused space. • Provide professional development in order to build knowledge, confidence and advocacy in STEM disciplines. • Develop materials and resources to highlight program offering and amplify outcomes.

Our Vision Statements are aligned

Intel Skills for Innovation - Envisions a world in which students learn the skills necessary to meet the shifting landscape of a fourth industrial revolution job market—where they are empowered to be innovators as they prepare for, imagine, and create the jobs of the future.

Dell Technologies - Enabling our communities, schools, and government agencies to build a better future for all individuals to reach their full potential.

Microsoft Vision - Our mission is to empower every person and organization on the planet to achieve more. As part of that mission, we believe technology can be used as a tool to empower students and teachers to create the world of tomorrow.