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# COMMITMENTS:

## An additional \$25 million invested regionally to Remake Learning

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In response to a call to action issued in January 2016, **over 100** organizations in the Remake Learning Network have made **more than 150 commitments** to accelerate relevant, hands-on, personalized learning over the next twelve months. These commitments include **\$25 million+** in investments from philanthropies, businesses, and governments to support 21<sup>st</sup> century learning across southwest Pennsylvania and West Virginia. **These investments build on more than \$30 million in support during the past decade to advance innovative teaching and learning across the Pittsburgh region.** They also include announcements of expanded programmatic efforts that are slated to impact **more than 400,000 kids and nearly 20,000 educators in the next 12 months in this region alone.**

Key commitments were announced in front of more than 150 national and local dignitaries and leaders in the Remake Learning community — including representatives from the White House Office of Science and Technology Policy, Silicon Valley Makers, and members of the League of Innovative Schools — on May 9, 2016 at Google Pittsburgh. These commitments ensure that learners will have even more opportunities in the coming year to engage in exciting new ways of learning, both during the school day as well as in informal learning settings, online, and at home.



Commitments that will accelerate learning innovation over the next twelve months will be accomplished by these types of initiatives and organizations:

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## Foundation and Corporate Grant-Making Initiatives

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By May 2017...

- The **Grable Foundation** will award \$10 million in new grants to support innovative learning in and out of school for children from pre-kindergarten through 12<sup>th</sup> grade, advancing STEM, STEAM, maker and technology-enhanced learning, especially in the region's most economically vulnerable communities.
- An anonymous donor will invest more than \$2.5 million in the Pittsburgh region to promote technology-rich and open-walled educational experiences for youth, particularly for populations underrepresented in STEM. This funding will also support meaningful partnerships between ed-tech companies and educational entities, as well as outreach to parents and families about innovative educational experiences.
- The **Claude Worthington Benedum Foundation** will provide \$3.14 million to support STEAM and STEM learning including robotics, game design, animation, and maker learning in kindergarten-12<sup>th</sup> grade schools and informal learning centers. Additionally, Benedum will support access to quality education technology, systems-building efforts to increase access to quality innovative learning opportunities, and teacher professional development through STEM centers of excellence.
- **Chevron Appalachia, LLC** will commit more than \$2 million in support and expansion of maker learning programs across western Pennsylvania, eastern Ohio, and northern West Virginia, with an emphasis on serving rural communities. This includes funding for the Carnegie Science Center STEM Center, the Children's Museum of Pittsburgh and the expansion of MAKESHOP to communities in the West Virginia panhandle, implementation of Project Lead the Way in twenty new schools, and various other initiatives.
- The **EQT Foundation** will invest \$2.9 million in supporting local programs and initiatives that involve hands-on STEM education, and development and support of the arts within southwestern Pennsylvania and northern West Virginia.
- The **Buhl Foundation** will commit \$500,000 in new grants to support creative learning opportunities arising out of partnerships between schools and creative and performing arts organizations and museums.
- The **Heinz Endowments** will invest \$1.2 million to support quality STEM programming in schools and efforts to help teachers and students develop data fluency through focused professional development, project-based learning, and use of appropriate assessment practices.
- The **Sprout Fund** will disburse \$300,000 in grants to catalyze innovative learning projects for children and youth, and to support the creation of learning pathways



that enable teens to connect in school, out of school, and through online learning experiences. The Sprout Fund will also:

- Distribute \$30,000 in conference stipends to approximately 30 network members.
  - Convene 1000+ Remake Learning Network members by hosting 20+ gatherings to connect learning opportunities, events, and resources.
  - Amplify the voice of Remake Learning by sharing our region's story of learning innovation with the world.
- The *Pittsburgh Penguins Foundation* will provide 1,200 Kindle Fire devices to elementary schools in the region through a partnership with the *Allegheny Intermediate Unit*.
  - Other Pittsburgh-based foundations including the *Hillman Family Foundations* and *The Pittsburgh Foundation* also support a number of initiatives that promote innovation, creativity, and expanded learning opportunities.

## Organizations with National Impact

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By May 2017...

- *Common Sense Education* is one of the nation's leading independent nonprofit organizations dedicated to empowering kids to thrive in a world of media and technology. Common Sense Education will:
  - Help school personnel and more than 50,000 parents effectively and safely use technology to promote learning.
  - Offer more than 60 presentations and professional development workshops to help 1,800 teachers effectively integrate technology into their classrooms.
  - Collaborate with at least 40 school administrators to design implementation plans to integrate digital citizenship throughout their districts; helping a minimum of 30 districts become Common Sense Certified Districts and impacting more than 70,000 students.
- *Digital Promise* and *Maker Ed* commit to recruit over 100 Pittsburgh-area schools to sign the Maker Promise.
- *KnowledgeWorks* will nationally promote the publication, "The Future of Learning in the Pittsburgh Region", adapted from KnowledgeWorks' "The Future of Learning: Education in the Era of Partners in Code".



- The *Joan Ganz Cooney Center* will again bring the National STEM Video Game Challenge to the Pittsburgh region, increasing video game design programs that will deepen STEM learning for all Pittsburgh youth.
- Over 60 Pittsburgh teachers will discover, create, and share digital media from *Smithsonian Learning Lab* with their students, in partnership with the *Allegheny Intermediate Unit* and the *Heinz History Center*.
- *PBS KIDS* & *WQED* will pilot a camp for early elementary children to learn to code with Scratch Jr., developed in conjunction with *MIT*. PBS Kids will also:
  - Pilot a social-emotional learning toolkit designed for care providers and early childhood educators in southwestern Pennsylvania through 2016. This program will reach a minimum of 10 learning centers and over 700 children in Westmoreland, Fayette, and Green counties. Partners with The *Fred Rogers Company*, *PAEYC*, and evaluation by Fred Rogers Center.
  - Provide free learning apps for families on *Pittsburgh Public School's* first day of kindergarten in conjunction with the *United Way*.
- *RAND* will provide the community with actionable evidence on the impacts of *Pittsburgh Public School's* Summer Dreamers Academy and provide the Pittsburgh Public Schools with actionable feedback on their implementation of restorative practices. They will also produce rigorous analysis on K-12 STEM education and energy/advanced manufacturing workforce development programs in the Pittsburgh region. Their work is currently sponsored by Chevron Corporation, the National Science Foundation, and the Department of Energy.

## Building a Network of Learning Innovation

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By May 2017...

- The *Allegheny Intermediate Unit (AIU)* commits to help prepare teachers to support new ways of learning by:
  - Offering up to \$500,000 in STEAM (Science, Technology, Engineering, Arts, and Mathematics) grants to public schools in Allegheny, Beaver, Butler, Fayette, Greene, Lawrence, Mercer, Washington, and Westmoreland counties. These grants help schools more effectively integrate creativity, contextual thinking, and other aptitudes deemed critical to college and career readiness into teaching and learning.
  - Providing 100 innovative professional development sessions for more than 2,000 teachers at its two innovative professional development laboratories – transformED (located at the AIU) and transformED West (located at *Montour School District*).



- Training 200 teachers to teach coding in the classroom using [Code.org](#).
  - Offering Apple professional development sessions, not available elsewhere in the country, to 500 teachers and administrators.
  - Helping 1,000 educators become proficient in using iPads, iMovie, and coding with iPads.
  - Collaborating with the [Pittsburgh Supercomputing Center](#) to increase Bioinformatics offerings for 250 high school students.
- The [Education Alliance](#), a nonprofit organization that advocates for a quality public education for all West Virginia children, will join with the Children’s Museum of Pittsburgh to assist seven West Virginia community-based sites to launch their own makerspaces and develop and present making programs. The Alliance also commits to developing 8 STEM Network Schools that use innovative STEM practices to boost student achievement.
  - The [Remake Learning Council](#) will support 42 regional school district administrators to expand innovation through peer learning, design thinking, and pilot project support. The Council will also convene and develop a plan for the Pittsburgh Regional STEM Learning Ecosystem.

## Higher Education

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By May 2017...

- [Carnegie Mellon University \(CMU\)](#) commits to expanding innovative learning opportunities by:
  - Offering 640 students from kindergarten through 9<sup>th</sup> grade opportunities to interact with STEM professionals through [CMU’s Leonard Gelfand Center for Service Learning and Outreach](#) so that students can acquire accurate information and be inspired about career possibilities.
  - Providing 35 new scholarships for Gelfand Outreach Saturday and summer programs to ensure that more students have access to these rigorous educational programs.
  - Partnering with [Digital Promise](#) (an organization working to accelerate innovation in education to improve opportunities to learn and close the digital learning gap) to create a rapid-cycle feedback loop with 40 League of Innovative Schools educators from the [Avonworth](#), [Elizabeth Forward](#), and [South Fayette](#) school districts and 10 education technology developers from [Digital Dream Labs](#), [eSpark](#), and [Amplify](#).
  - [The Community Robotics, Engineering, And Technology Empowerment \(CREATE\) Lab](#) will launch a series of CONTEXT podcasts, featuring ideas and interviews developed during the CONTEXT conferences.



- Carnegie Mellon University, through its *Learning Media Design Center* will partner with *Carnegie Museum of Natural History* to launch *Learning to See, Seeing to Learn*, a co-design project that will engage 5,000 citizen scientists in water quality monitoring.
- The *CREATE Lab Satellite of Carlow University* will strengthen its STEAM program with a focus on Engineering and Technology activities.
- *Robert Morris University* will partner with the *Avonworth, Cornell, Moon Area, and Quaker Valley School Districts* to embed making into pre-service teacher training through college coursework and fieldwork in partner school districts, impacting 150 pre-service educators, 150 K-12 teachers, and approximately 5,000 students.

## School District Consortia

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*By May 2017...*

- *South Fayette School District* will offer professional development to at least 100 educators through the STEAM Innovation Summer Institute, who in turn will impact more than 8,000 students.
- Along with *Harvard University's Project Zero* (known for its work highlighting the importance and interactions among the arts, creativity, thinking, and the nature of intelligence) and *CASIE* (the Center for the Advancement and Study of International Learning), *Quaker Valley School District* will host, facilitate, and share professional learning opportunities for up to 850 teachers from the region and across the country.
- *Elizabeth Forward School District* will host the 2016 Pittsburgh FAB Institute in June 2016 to provide professional development to over 70 educators. Elizabeth Forward School District will also continue to convene the regional SMALLab consortium of eight districts (with the support of CMU's *Entertainment Technology Center*) and the FAB Lab Consortium of 60 districts in the Pittsburgh region.
- *Dream Flight Adventures* will strengthen its ever-growing Simulator Community of Practice, which now includes *Shaler Area School District, Baldwin Whitehall School District, Burrell School District, and Penn Hills School District* in the Pittsburgh region, along with Explore! Children's Museum of Washington D.C. and Colegio Internacional de Carabobo, Valencia, Venezuela.



- *Avonworth School District* will work with the *LUMA Institute* and the *Pittsburgh Center for the Arts* to scale innovative project-based learning regionally by incorporating design thinking and the arts in a new professional development program that will reach 100 kindergarten-12<sup>th</sup> grade educators from across the region.

## K-12 Schools

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By May 2017...

- *Chartiers Valley School District* will explore the use of badging with middle and high school students as an innovative mechanism to encourage and recognize student learning. In addition:
  - 250 Chartiers Valley Middle School students will partner with local historical societies & archival documents, to recreate the lives of Whiskey Rebellion participants with biographical writing.
  - The school district will also have a creation lab in the Digital Media Center open to all faculty.
  - They will also work with the Engineering Academy Advisory board and the Williams Company to expand Project Lead the Way Engineering, Computer Sciences and Biomedical Sciences programs, and share opportunities with regional districts, impacting 40 educators and 500 students.
- *Wheeling Park High School*, through a partnership with the Education Alliance, will engage 1,400 high school students in project-based learning by solving real-world problems.
- The STEAM Program at *Pittsburgh Public Schools* will expand rigorous and culturally responsive learning opportunities to more students and educators across the District. Specifically, the Program commits to supporting school-level programs at Pittsburgh Perry and Pittsburgh Brashear. Additionally, the District's STEAM Mini Grant Program will fulfill a commitment, made to the White House in November, to expand access to the funds to student groups.
- *Clay Elementary School* will work with *Guitars in the Classroom* and *AmeriCorps* to develop a video cache of STEAM activities that can be duplicated or used for reference by over 22 educators, who use these videos to impact 500 students at Clay Elementary.
- *Cornell School District* is rewriting its curriculum in order to better engage its students and prepare them for success, impacting 58 teachers. The district will also:



- Continue to be active participants in STEM Excellence Pathways through Carnegie Science Center, impacting 700 students.
  - Become a Common Sense Digital Citizenship Certified School District.
  - Continue the Digital Corps after-school program in grades 7 and 8 to promote digital literacy for 20 students.
- ***Holy Family Academy*** will double in size, working to repair the education-to-employment gap for students and employers in the region, impacting 200+ families and youth.
  - ***Hopewell Memorial Junior High School*** will plan and implement 4 school-wide design challenges that will require its 620 students to engage in collaborative groups.
  - ***Montour School District*** will host over 1,000 educators in several innovative professional development sessions including TRETc, EdTechTeam Google for Educators Summit, transformedED West, Western PA Project Lead The Way Conference, Design Thinking Workshops, and more.
  - The ***North Hills Middle School*** will engage 50 students using a creative computing platform to program robots and/or drones.
  - ***Regency Park Elementary School*** will have a maker area in each classroom, impacting 232 students and 24 teachers.
  - ***Urban Pathways Charter School*** and ***Public Spend Forum*** will introduce students to vocational and connected learning opportunities in the public sector through a badge-enabled pathway to public service and civic engagement.
  - ***Spring Mills High*** will establish a STEM Academy with approximately 100 sophomore students continuing to expand school-wide.
  - ***Wheeling Country Day School*** will capture the curiosity of 100 of its youngest learners through robotics, coding, engineering, and the natural sciences.
  - ***Crafton Elementary School*** will work with ***Image 360*** to create innovative learning spaces to promote STEAM, Maker, and technology, impacting all 400 students at the school.
  - ***Fox Chapel Area School District***'s elementary schools will provide 21st Century computer science to all students. Fox Chapel Area School District will also:
    - Provide all middle school students with the opportunity to participate in a team wide or grade level based STEM opportunity as well as project-based learning experiences.



- Initiate a Code to Create after school club was created by two high school students. These students committed to a one day a week after school club that teaches Java and C+ computer coding skills.
- Provide a regional summer learning experience, designed to engage over 200 students in hands-on learning experiences and provide opportunities to learn about variety of STEM related professions.
- Partner with regional and national organizations to host free professional development for approximately 700 regional educators in PA, WV, and OH. Targeted focus areas include: Infusing STEAM K-12, Fab Lab training, Project Based learning training, Equity Awareness, Common Sense Media, Maker Pedagogy and Application, Coding, Computer Science and World Affairs.
- Through strategic outreach lead by PAEYC, Creativity and Literacy Program will partner with Pittsburgh Association for the Education of Young Children to develop and implement meaningful professional development for early childhood educators around digital technology issues.

## Government

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By May 2017...

- This summer, partners across Allegheny County will connect 16,000 children and youth across the city of Pittsburgh and Allegheny County to expanded learning opportunities including quality summer camps, summer jobs, and meaningful and fun learning opportunities. Partners include the *City of Pittsburgh Pittsburgh Public Schools, Allegheny County, Allegheny Partners for Out-of-School Time (APOST), Carnegie Library of Pittsburgh, the Sprout Fund, the Three Rivers Workforce Investment Board, the Mentoring Partnership of Southwestern Pennsylvania, the United Way of Southwestern Pennsylvania, A+ Schools, Allies for Children, and the Pittsburgh Federation of Teachers*. As part of this effort, the City of Pittsburgh will launch an online summer opportunity portal that helps parents and children connect with learning opportunities.
  - The City of Pittsburgh will also work with *CitiParks* and the *Sprout Fund* to enhance a city recreation center into a space for Pittsburgh youth to build their tech skills through a Rec2Tech program.
- *The West Virginia Board of Education* will support innovation in education by providing both financial resources and flexibility in the organization of the school day and school calendar to allow for expanded learning, teacher collaboration, and anytime/anywhere learning. House Bill 4295 has created a new Innovation in Education school designation and grant program in the areas of STEM, community-school partnerships, entrepreneurship, career pathways, and the arts. This Bill has repurposed existing funds to create a new fund of \$2.5 million in grant funds to



support school innovation plans. The West Virginia Board of Education will also support:

- The Reimagined Time Initiative, which allows districts to apply for approval for flexibility in the organization of the "school day and calendar" to allow for expanded learning, time for teacher collaboration, anytime/anywhere learning, and virtual experiences.
  - The Assuring the Quality of Education Policy 2510, which establishes expectations and regulations to prepare students for a global society and ensuring that equal education opportunities exist for all students, including experiential learning and technology integration.
- The *Pennsylvania Department of Education* will establish 9 Regional STEM education stakeholder work groups, establish a statewide STEM education taskforce, and release a series of STEM education white papers highlighting "education that works" including traditional and nontraditional settings focused on P – 20, along with before, during, and after-school time.

## Business

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By May 2017...

- *Google Pittsburgh* will host 750 students from the Pittsburgh region, giving them the opportunity to meet with Google engineers, try their hand at solving coding problems, and learn about working at a company like Google. Google will also continue to partner with learning organizations throughout the region to give more kids the opportunity to create with technology.
- *TechShop Pittsburgh*, a community-based workshop and prototyping studio with the mission of democratizing access to tools of innovation, will engage 500 students from 8 to 17 years of age in the engineering design process through TechShop STEAM programs.
- *PNC Grow Up Great*, an effort of PNC Bank dedicated to helping prepare America's youngest learners for great things in school and in life, commits \$50,000 to support the 2016 PAEYC "UnConference" series, providing innovative professional development opportunities for 500 early childhood educators.
- *OnHand Schools, Inc.* will launch a new software tool in southwestern Pennsylvania designed to accelerate and personalize student learning, impacting 83-125 regional school districts.



- *BirdBrain Technologies* will loan up to 1,000 Finch robots to classrooms and libraries in western Pennsylvania and beyond.
- To enhance digital literacy, *Digital Dream Labs* is committed to bringing Puzzlets, a game that encourages skills such as sequential thinking, team building, and persistence, to all kindergarten classrooms within the Remake Learning Network.
- *ISA Learning* is launching a supplementary STEM curriculum, Sensory City STEM Lab, that teaches K-2 students collaborative problem solving, impacting 500 students.
  - ISA Learning will also, in collaboration with the *CMU Architecture School & 4-H/PSCP*, create the "Building Innovation Network" of at least 36 STEAM professionals impacting education.
- *NoRILLA* (Novel Research-based Intelligent Lifelong Learning Apparatus) plans to make its mixed-reality educational system available to schools and museums, impacting approximately 400 students and 20 educators.
- *Spider Learning, Inc.* will create an opportunity for more than 400 high school students in the Pittsburgh area to earn a Tech Captain badge through a learning pathway connecting athletics and technology.

## Museums and Learning Places

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By May 2017...

- *Carnegie Library of Pittsburgh*, which operates from 19 locations within the city of Pittsburgh and seeks to engage the community in literacy and learning, will bring innovative learning experiences like The LABS and All Hands on Tech to more than 244,000 children and teens.
  - The library will also partner with the *Community Robotics, Engineering, and Technology Empowerment (CREATE) Lab at Carnegie Mellon University* will implement a Children's and Adult Book Group with book discussions and tech workshops. This group, focused on "Parenting for Technology Futures", will ask for ways to contribute to the second installment of the book, but also share their parenting and tech strategies.
- The *Carnegie Science Center* will train 200 kindergarten through 12<sup>th</sup> grade teachers in STEM (science, technology, engineering, and math) education as part of the 100Kin10 national initiative to train and retain 100,000 excellent STEM teachers to educate the next generation of innovators and problem solvers.



- During the weekend of October 14, 2016, The *Children's Museum of Pittsburgh* CMP, along with *HACK Pittsburgh*, will host Maker Faire Pittsburgh 2016 - Pittsburgh's second full-fledged Maker Faire with an expected attendance of 10,000. CMP will also:
  - Host the second in a series of national conferences focused on research in making and learning.
  - In conjunction with the *Institute of Museum and Library Services*, launch a website and distribution of a Supporting Making Toolkit nationally.
  - Begin a collaboration with *Chevron* around making via Pittsburgh Pirates "Explore Making" Photo Contest.
  - Announce a national program and Kickstarting Making Toolkit.
- *Mt. Lebanon Public Library* will teach computer coding concepts to at least 30 elementary and middle school students.
- *The Millvale Community Library* will expand its Maker programming to include adult-making nights, impacting over 100 adults.
- The *Senator John Heinz History Center* will increase its regional impact through STEAM outreach initiatives that will inspire a future generation of innovators.

## Early Childhood

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By May 2017...

- The *Pittsburgh Association for the Education of Young Children* (PAEYC) will host six professional development "UnConferences" in collaboration with innovative partners from across the region exploring topics such as the role of making, nature play, and the arts in early childhood.
- The *Children's Innovation Project* that helps children "notice, wonder, and persist" will host a free professional learning workshop for 50 early childhood and informal educators in partnership with PAEYC and ASSET Stem Education. They will also award 1 pre-K or K fellowship with a set of classroom materials and supporting professional learning opportunities.
- *TEKStart* will officially launch its summer TEK Playdate series, impacting 8 children and their families.
- *Leadership Pittsburgh Inc.* will challenge the 62 members of LP XXXII to design and deliver an effort to positively impact early childhood learning & education across 7 local community non-profits.



## Enrichment and the Arts

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By May 2017...

- **Assemble**, a maker space that fosters learning and creativity, will offer experiential learning to promote creative thinking and build confidence through making by connecting 2,000 students to artists, technologists, and makers via workshops and engagements.
- **Attack Theatre** will create an exciting new in-school performance and movement residency inspired by STEAM concepts that will allow educators and students to explore STEAM concepts through dance.
- **Pittsburgh Filmmakers Youth Media** (PFYM) will teach media creation skills to 200 young people by partnering with community organizations such as Carnegie Library of Pittsburgh, First Waves, the Pittsburgh Project, and SHIM (South Hills Interfaith Movement).
- **Saturday Light Brigade** (SLB) will welcome over 500 students of all ages to be on the radio live on The Saturday Light Brigade, train 40 high school students through the Pittsburgh Youth Media program, and publish more than 100 stories at [pghyouthmedia.org](http://pghyouthmedia.org).
- **YMCA Lighthouse** will empower more than 100 youth through digital arts and media programming by partnering with organizations such as **Steeltown Entertainment**, the **Homewood Children's Village**, and **Pittsburgh Center for the Arts**.
- **The Center for Contemporary Craft** will launch an initiative to offer making activities in its metals and wood studios to at least 12 regional K-12 schools, impacting 300 students.
- **Light Bright Beautiful Puppetry** will share its new ART and STEAM programs and performances with 2000+ children, educators and caregivers in Allegheny county.
- **Squonk** aims to engage 5,000 kids in the Pittsburgh region with Cycle Sonic, a program that inspires students to embrace their own creativity and recognize positive ways to be citizens.
- The **Arts Education Collaborative** will graduate at least eight teachers from its new Induction Program for Arts Educators.
- **Steeltown Entertainment Project** will allow 125 youth to gain expertise in film and media making through hands-on, expert-led, technology-enhanced after-school learning experiences. These experiences include partnering with the **Lighthouse Project**, creating a Schools to Careers video for **Amachi Pittsburgh**, and partnering with **Perry High School** Media Arts program. Steeltown will also create a new



student-made television programs for “The Reel Teens: Pittsburgh” airing on FOX 5.

## Environmental and Sustainable Innovation Initiatives

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By May 2017...

- **Green Building Alliance** will facilitate four Systems Design Labs that position 32 educators and 32 youth as designers of a sustainable and environmentally just region.
- **Phipps Conservatory and Botanical Gardens** will engage over 400 students, teachers, and families in citizen science.
- **Pittsburgh Botanical Gardens** will help 1,000 or more kids, adults and families connect with nature.
- **Pittsburgh Park Conservancy** will deepen its connection to Pittsburgh Public Schools through outdoor STEAM education for 90 elementary students, 50 high school students and 20 PPS teachers.
- The **Student Conservation Association of Pittsburgh** will train 150 students in conservation work skills to continue to create the next generation of conservation leaders.
- **Venture Outdoors** will help connect over 150 youth to the outdoors in their hometown through its school-year Youth Outdoor Recreation Program.

## Career and Technical Education

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By May 2017...

- **New Century Careers** and **SWPA BotsIQ** will provide free training and placement for exciting careers in manufacturing to 100 graduating high school seniors in our region.
- **Smart Futures** will ensure that Keys2Work will be used by 5,000 special education students to acquire “work ready” foundation skills deemed critical by employers. In addition:



- PA eMentoring will connect 1,000 kids in disadvantaged and rural areas with a "Certified Safe" online mentor and a career plan.
- PA eMentoring will provide 400 health careers students with an online [UPMC](#) mentor to create a plan to transition to health careers
- The [Allegheny Conference on Community Development](#) will support innovation in Career and Technical Education and Career Awareness.
- The [Consortium for Public Education](#), under its Career Readiness umbrella, will work with 1,000 students, 300 educators & 50+ community, employers & higher ed.
- The [Bloomfield-Garfield Corporation's](#) College and Career Readiness Program, in partnership with Made Right Here, will provide paid internships to 20 program participants in which they will learn to use digital tools including CNC embroider, CNC Tormach, Injection Molding Machine, Laser Cutter, 3-D Printer, Wood Lathe, and MIG Welder; all of which are in-demand skills.

## Other Community-Based Organizations

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By May 2017...

- The [Mentoring Partnership](#) will enhance the youth development skills of 250 adults in the Remake Learning Network with Everyday Mentoring workshops.
- The [Wrinkled Brain Project](#) will share the thought experiment model of teaching science process skills with fifty or more educators.
- This upcoming September, [Thrill Mill](#) will host over 20 interdisciplinary programs dedicated to innovation, learning, and new ideas, including the Thrival Innovation + Music Festival. Thrival Innovation sessions are expected to reach 3,000 community members.
- The [Pittsburgh Technology Council](#) will host The Three Rivers Educational Technology Conference (TRET), to impact approximately 600 educators and over 100 students. All of the events will take place at the Montour School District High School. TRET draws from a 150-mile radius and about 70% of the participants are classroom teachers.
- [West Virginia Public Broadcasting](#) will increase registrants to West Virginia LearningMedia, PBS's Digital Library Resource, by 30%.



- [Neighborhood Learning Alliance](#) will train 30 high school students to be effective reading and STEM educators and mentors to 125 low-income elementary students through the after-school Warrior program.
- [Kidsburgh.org](#), an online resource which highlights the inspired ideas and people shaping the future of children's learning, health and play in the Pittsburgh region, will have a devoted section to "Remake Learning." Parents, educators and caregivers can read continuous coverage throughout the year about Remake Learning news and events. In addition, [Kidsburgh.org](#) will strategically work with media partners [NextPittsburgh.com](#), KDKA TV and others to broadly share Remake Learning news.



Remake Learning is a professional network of educators and innovators working together to shape the future of teaching and learning in the Greater Pittsburgh Region. Representing more than 250 organizations, including early learning centers and schools, museums and libraries, afterschool programs and community nonprofits, colleges and universities, ed-tech startups and major employers, philanthropies and civic leaders, Remake Learning is a collaborative effort to inspire and empower a generation of lifelong learners in Pittsburgh, West Virginia, and beyond. Learn more and get involved at [www.remakelarning.org](http://www.remakelarning.org).

remake   
learning

