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Early Experiences in Computer Science with STEM For Kids

High paying computing jobs are on the rise. According to the Bureau of Labor Statistics, 71% of new jobs in STEM are in computing, even though only 8% of STEM graduates have a focus in computer science.

Both parents and academics agree that computer science is a foundational skill. A recent Google Gallup Poll found that 91% of parents want their child to learn more computer science. And more than 6 in 10 teachers, principals, and superintendents say computer science learning opportunities are equal to or more important than typically required courses.

To address this need, STEM For Kids is working at the grassroots level, providing early hands-on experience in computer science to students in pre-K, elementary, and middle school.

The STEM For Kids' Computer Science Roadmap takes children from content consumption to content creation. This program includes lessons on "dissecting" a computer, binary number play, computer programming, game making, website designing, Minecraft modding, coding, automation, and animation. Through these programs children learn problem solving, algorithmic thinking, and programming, all while sharpening their 4C skills: communication, collaboration, critical thinking, and creativity.

"It is exciting to see children enjoy computing and come up with things like polka dotted buildings in their computer games, robotic petting zoos, and inspiring web sites," says Moni Singh, Founder and CEO of STEM For Kids.

What's more, entrepreneurs interested in enriching education in engineering, robotics, and computing for kids in their communities can now franchise STEM For Kids. Nationwide franchise opportunities are available. For more info, please see stemforkids.net/franchise.

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