



Dear Colleagues,

Thanks for jumping on board! We hope you find the attached resources useful and inspiring.

Since 2014, Community Guilds has focused on delivering an innovative, gap-closing approach to education through its mobile makerspace, STE(A)M Truck. Community Guilds provides programming critical to building non-cognitive skills and igniting excitement about learning using experiential STE(A)M concepts. This work has struck a chord with educators, like Donna Davis at Kindezi, who became inspired by the programming once she saw the impact it had on her students. But, most importantly, after our 20-day program Donna leaves better equipped to bring similar instructional concepts and methodologies into her classroom after STE(A)M Truck has driven away.

Our mission is to close opportunity gaps and provide lifelong opportunities by transforming teaching and learning through an experiential maker approach that brings together youth and adult learners within collaborative communities. Our project, such as the Rube Goldberg Project and Cell Board Game, accomplished that mission.

STE(A)M Truck is Community Guilds' core program, delivered in partnership with elementary and middle schools and after-school programs serving high-need student populations. The experience is anchored in three strategic "levers":

- Providing students with hands-on opportunities to make and learn through individual and team- based experiences, building non-cognitive skills and igniting excitement about learning;
- Connecting students to community members with maker-related careers, giving them exposure to mentors and careers different from those they typically access on a daily basis (e.g., artists, industrial designers) and expanding their worldview about future possibilities; and
- Equipping educators with the ability to shape instruction through experiential learning, enabling them to deepen and reinforce the learnings from the STE(A)M Truck experience and take them to more students, beyond those directly served by the program.

Creating a thriving STE(A)M *community* is a foundational component. Having both students *and* educators engage in the program helps embed the core components of learning and teaching in daily practice, and having community members as part of the experience helps make that learning "real-world relevant." While STE(A)M Truck will always be limited by the number of students it can serve directly, it seeks to extend its impact through the engagement of the adults in the community, creating a "ripple effect" of transformative learning.





To measure success, Community Guilds will aim toward two key goals.

- Enabling over 10,000 touchpoints with underserved youth aged 7-15, who will experience selfefficacy through experiential learning engagement and be more likely to be on a path to positive life outcomes. In addition to reach, Community Guilds will use impact metrics, focused both on non-cognitive skills (e.g., grit and perseverance, creativity and innovation, and teamwork and collaboration), as well as second-order STE(A)M skills (e.g., interest in STE(A)M careers, STEM academic performance) that are critical to high school graduation, college persistence, and success in life beyond..
- Setting up over 200 teachers to regularly use an experiential approach in their work with elementary and middle school youth, with an exponential impact on youth. Community Guilds will track the number of educators who support its programming and, over time, begin to change their own practice.

We'd love your help! Community Guilds' ultimate goal is to be a catalyst for transformative and inspiring learning experiences for K-12 youth across the country, seeding a movement that promotes new ways of teaching and learning anchored in experiential learning and the maker movement.

Take a look at our website <u>www.steamtruck.org</u> for more resources. And, please do not hesitate to contact me at <u>jason@community-guilds.org</u>, if you have additional questions.

Sincerely,

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Jason Martin Executive Director