

### Quotes from Students from 2018-2019:

"I like how we're making new stuff and math because we get to be creative and get to learn new ones." 4th graders from Lincoln.

"I love the program because its fun and cool. We had the opportunity to do different things" 5th grader Ashley.

I like the STEAM obstacles challenges because it was really fun and it had different obstacles and vs. each other". 4th grader Swift.

"I love the program because I learned from the different workshops. I love the hygiene workshops because I had to designed a purse." 4th grader from Campbell.

### **Parents Feedback**

"This program has given a great opportunity to my daughter who had problems with math before she started the program. She was receiving extra help from the school. Now, she doesn't need any extra help from the school and her grades went up. I don't know what kind of technique or way the staff are using , but I've seen a big improvement in my daughter' school work. She helped her father with his math by telling him; his math was wrong. I'm so glad that you have a program where girls can go, learn, and get more than academics. Thank you for having this program."

--Adriana Medina

"The staff are really friendly and very involved with the girls. My daughter loves going to the program! "

--Carmen Duarte

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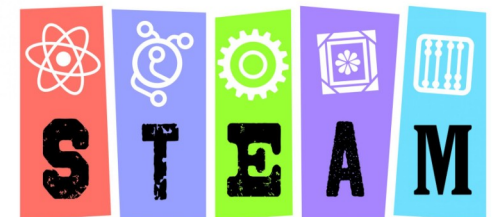
New Bedford, MA 02740



## Afterschool Program

# GIRLS DESIGN ACADEMY

City of New Bedford



SCIENCE • TECHNOLOGY  
ENGINEERING • ART • MATHEMATICS

# What is the Program About?



Since 2016, Girls Design Academy provides awareness and guide students to build STEAM skills which stand for Science, Technology, Engineering, the Arts, and Math. We also teach strategies, focus on academic support and life/social development Skills such as the importance of strong social awareness, problem-solving, responsible decision-making skills, gaining confidence within themselves, positive youth development and public speaking.

During the program, students will learn STEAM skills through hands-on activities, interactive prompts, workshops, experiments, challenges, research and the use of laptops/ipads to complete their assignments/projects. We can not forget being active so we combine gym activities toward our STEAM lessons and incorporate more fun ways to learn.

Students are introduced to women who have made significant contributions in their fields to be able to see women not only be successful, but how they are make major contributions to our society. Our guests will be talking about their experience, effort and education. They will also have the opportunity to go on field trips and participate in workshops from Mad Science, Rhode Island.

The program provides transportation, GDA t-shirts and snacks provided by the school department. We also have Family Events like Open House and Graduation.

## PROGRAM INFORMATION:

- WHO:** Students from Ashley, Campbell, Lincoln, Rodman and Swift schools
- WHERE:** Christian Fellowship Center  
822 Church St. New Bedford
- WHEN:** Monday—Friday Afternoons  
September 23, 2019- June 5, 2020  
2:30p.m. until 5:00p.m.

## TRANSPORTATION INFORMATION:

Students will be picked up from school by 2:30pm. The departure time from Christian Fellowship Center is at 5:00P.M. A staff member from the program will be at the schools with your child.

## Drop off time information:



- Campbell @ 5:05p.m. - 5:10p.m.  
Swift @ 5:10p.m. - 5:15p.m.  
Ashley @ 5:15p.m. -5:20p.m.  
Lincoln @ 5:20p.m. - 5:25p.m.  
Rodman @ 5:25p.m. - 5:30p.m.



**In the previous years, girls worked on different fun and creative projects using STEAM as the main focus.**



In **math** our activities included reinforcing basic math skills as Investing 101, a soccer math game, and playing challenging math-based games like Tivitz. As well as applying their learning to real-life activities such as grocery shopping and math for fundraising. Thankfully, with access to the internet and technology, the girls participate in a well known program called, “The Stock Market Game”. It’s a program geared toward children starting as young as 8 years old, which allows students to use \$100,000 of fake money to invest in real world companies.



In **science**, as an interactive activity, the girls have played Simon says to learn the names and locations of the human bones and Muscular System in a fun way. The girls have worked systematically to create works of art that also function as a learning tool. They created a life size model of the **Muscular System** made of newspaper and clay.

Another way they learned was by doing **STEAM challenges** using the gym area for games and active lessons. They did workshops with our guest scientists from **Mad Science** of Southern MA & RI, they came in and did amazing hands on experiments.



In **technology**, students worked on making videos and learned how to edit by using the Robot kits. They learned how to use computer-coding languages to develop simple video games and phone apps. They made a video and planned to do a STEAM girls TV show starting in 2019-2020.

Students learned the basics of **architectural** design, they also learned how to apply their learning into designing products such as tree houses and geometric straws as part of building engineering skills.



In **STEAM Plus Art**—students were introduced to artist Nathalie Miebach from MIT who creates 3D weaving from weather data. They also had an IPAD activity that presented a multitude of current visual data graphs used in business today. They created their own research questions, collected data, displayed data in a 2D bar graph and another graph of their choice, and did a representation of their data. Students designed a card and clay sculpture that demonstrates their understanding of a simple circuit.