

## Early-Phase Competition Absolute Priority 3 (STEM)

Urban Arts Partnership

S411C230153

### Creative Coders: Middle School CS Pathways Through Game Design

---

**Applicant Name:** Urban Arts Partnership

**Project Title:** Creative Coders: Middle School CS Pathways Through Game Design

**Type of Grant Requested:** Early-Phase

**Absolute Priorities the Project Addresses:** (select all that apply)

Absolute Priority 1-- Demonstrate a Rationale (Early), Moderate (Mid), Strong (Expansion)

Absolute Priority 2-- Field-Initiated Innovations—General

Absolute Priority 3-- Promoting STEM Education

Absolute Priority 4-- Meeting Student Social, Emotional, and Academic Needs

Absolute Priority 5-- Educator Recruitment and Retention

**Competitive Preference Priorities the Project Addresses:** (select all that apply)

Competitive Preference Priority 1— Promoting Equity in Student Access to Educational Resources and Opportunities: Implementers and Partners

Competitive Preference Priority 2—Supporting a Diverse Educator Workforce and Professional Growth to Strengthen Student Learning

**Total number of students to be served by the project:** 3,450

**Grade level(s) to be served by the project:** Middle school (6th-8th grades)

**Definition of high-need students:** Students in Title 1 schools.

**Brief description of project activities:** In New York and California, this project will build, establish the efficacy, and disseminate study findings of Creative Coders, a game-based middle school computer science (CS) course designed to support CS engagement and learning, particularly for high-need students.

**Summary of project objectives and expected outcomes:** The project will: (1) create and test strategies to enhance the adoption, use, and sustainability of Creative Coders; (2) implement and evaluate the efficacy; and (3) disseminate findings and track scaling.

**Summary of how the project is innovative:** Urban Arts will use materials and learning from its School of Interactive Arts program to create an engaging, game-based, middle school CS course using Minecraft tools.

**Other studies related to the proposed project:** There are studies of the effectiveness of similar Urban Arts programs from which this builds (Casciano, 2021).

**Proposed implementation sites:** 72 middle schools in New York and California.