techrising
AN AVIDXCHANGE FOUNDATION INITIATIVE

Tech Rising Tech Idea Incubator Fund Overview

The second annual Tech Idea Incubator Fund will help seed innovative ideas from nonprofit organizations that are helping to eliminate the digital divide and foster digital inclusion and equity. Click here to see last year's winners.

Grants will be $5K each (8 grants available) and will be used to seed creative and innovative ideas that could eventually become larger initiatives.

Funding corporate partners include: Equitable Foundation, Google Fiber, LendingTree, Duke Energy, Lowe's, EY, Ally Financial and Corning.

Tech Idea Incubator Fund Submissions for 2022

1) INTech Camp: Our mission is to inform and inspire girls to innovate in the technology industry.
Program Description:
- Women and Girls are starkly underrepresented in the Tech Industry due to the digital divide. Bridging the digital divide is essential to creating more opportunities for youth who identify as girls to enter into the Tech Industry.
- **The Youth Incubator for Girls impacts the digital divide in three primary ways: create access to Computer Science and Tech education for underrepresented girls and young adult women, secure safe and encouraging relationships with their peers and mentors in order to encourage tech product innovation, and create opportunities for our youth to explore tech start entrepreneurship.**

What impact does this have on fostering Digital Equity:
- Women and Girls are starkly underrepresented in the Tech Industry due to the digital divide. Bridging the digital divide is essential to creating more opportunities for youth who identify as girls to enter into the Tech Industry.
- The Youth Incubator for Girls impacts the digital divide in three primary ways:
  - Create access to Computer Science and Tech education for underrepresented girls and young adult women
  - Secure safe and encouraging relationships with their peers and mentors in order to encourage tech product innovation,
  - Create opportunities for our youth to explore tech start entrepreneurship.

How many students will this impact:
- Our cohorts will be no larger than 20 youth in order to ensure the highest quality of instruction and skill retention. We aim to host no more than 3 cohorts per year for manageability.

What demographics are you serving:
- While we center Black and Latina experiences and scholars, we serve will all youth who identify as a "girl" or "young woman" and are between the ages of 16-24, regardless of the other deminsions of identities they may embody.

What is the total cost of your initiative:
- Our total cost for our first year of funding will be $70,00 per cohort. We will use the seed money to test our idea on a significantly smaller scale ensuring the successful graduation of 5-7 youth.
- Our total cost for our pilot program is 15,000. The seed money will be supplemented by other anticipated sources of revenue: sliding scale scholar tuition fees and the Davidson Learning Grant.

2) **Digi-Bridge:** We aim to equip shareholders with the means to foster optimal use of technology in the learning environment, ensuring that all 21st century learners have opportunities to succeed in the digital age.

Program Description:

- ==**Digi-Bridge (DB), in partnership with Metrolina Association for the Blind (MAB), will join together to create a "technology for good" challenge to provide 3D designed and printed cane tips for individuals with vision loss in the Charlotte area.**==
- Currently, nearly 16,000 individuals experience vision loss not corrected by glasses as reported by Mecklenburg County Health Data. Individuals with vision loss utilize canes to navigate through everyday life as well as staying active through exercise such as walking, hiking, and more. Cane tips receive a lot of wear and tear over the course of their usage and retire quickly. There is a need for innovation in assistive devices through the aid of technology including new designs for functionality to improve weight and durability of the device. Additionally, adding some personalization allows for users to experience more joy with the use of assisted devices. MAB works with 1,600 vision impaired individuals who are ready for their perspective and needs to be considered when developing the next iteration of assistive devices.
- DB is a provider of high quality learning experiences with real world applications for K-8 learners. 3D designing and printing is an industry that has many benefits. It sparks student interest and develops essential 21st century skills as well as technology skills for use in many developing industries. Additionally, 3D printing is expected to grow to a $32.78 billion dollar industry used in housing, healthcare, manufacturing and more (source: Sculpteo.)
- DB will launch the "technology for good" challenge as part of their free 5 week innovative learning strategies SummerSTEAMcamp for area Title 1 school middle schoolers from priority schools based on school performance data. Students will spend 5 weeks immersed in this challenge with a final capstone and pitch at the end of the program. The program will be detailed as follows:
    - Week 1: Launch
        - Intro the problem and meet with end users from MAB with different mobility needs
        - Intro the design engineering process
        - Develop essential 3D designing skills via Tinkercad
        - MAB will be provide community training to the students through their Vision Loss Awareness Training to the students to empathize with end users on the problems they face
    - Week 2: Design
        - Begin designs for cane tips of the future by taking measurements of sample canes, and testing out their performance in different settings
        - Introduction to 3D printing
        - Field trip focused on accessibility for example: walk through SouthEnd and notice gaps in accessibility standards
    - Weeks 3 and 4: Prototype
        - Students will print their pro-type after redesigning through continuous feedback sessions
        - Invite professionals from MAB, OrthoCarolina, Paraguide, Mign to provide feedback and spotlight careers in technology/accessibility
        - Design pitch/presentation through marketing efforts
    - Week 5: Capstone
        - Students will showcase their final designs during an event surrounded by their parents and families, school leaders and teachers, community leaders, and MAB representatives.
        - 50 copies of the cane tips will be printed for immediate distribution through MAB.
- This pilot project has the potential to grow into a much larger initiative of DB and MAB as we develop additional "technology for good" challenges in order to create more accessibility for those who face

vision, hearing, or other impairments. These challenges are beneficial for students for setting a trajectory in STEAM by giving them real life experience of using the Design Thinking process to develop a solution. Research proves that when students are given opportunities to solve real world challenges through STEAM learning, it gives them more confidence and interest to continue on the path of declaring a STEAM major or career. We are thrilled to be able to test this social innovation project through TechRising Incubator Fund.

What impact does this have on fostering Digital Equity:
- While there is growing interest in the maker movement such as 3D designing and printing, those that have been historically left behind in the digital divide haven't been able to participate due to access, connectivity, and skills training gaps.
- To fully participate in the maker movement has important economic benefits. A recent report by Intel found that participation in maker and STEM activities can help young people develop career-ready skills and improve their earning potential. As a result, the STEM talent pool expands, fueling competition and innovation, and ultimately strengthening the global economy.
- Additionally, since making is based on what is personally relevant to an individual, it allows people of all backgrounds to pursue their interests and to use their technological tools to develop their own projects. It can create more channels for girls to positively identify with computer science and engineering fields, where they historically have been underrepresented.
- Making enables those who may not be naturally tech-oriented to discover how technology and computing skills can help them achieve goals. As digital technologies affect almost every aspect of modern life and business, it becomes even more important to address digital inequities that may be limiting students' access to these types of learning opportunities.

How many students will this impact:
- 20

What demographics are you serving:
- Middle school students from Ashley Park, Walter G Byers, Renaissance West STEAM Academy and Governors' Village STEAM Academy will participate in the program. While the students haven't been selected yet, demographic data shows that 92% of students across these schools identify as Black with 4% identifying as Hispanic.
- We make a conscious effort to promote female participation in STEAM programs and strive for gender parity. Black and Hispanic workers remain underrepresented in STEM jobs, despite a rapid pace of market growth. Black workers comprise 9% of the STEM workforce, while Hispanic workers represent 8% of the STEM workforce, many filling low-wage positions within those sectors. When evaluating STEM workforce based on gender identity, women remain starkly underrepresented overall (32%).

What is the total cost of your initiative:
- The total cost of the initiative is $7,000, however, since we are rolling the program into a already funded program, $2,000 of the costs for facilitator fees and supplies can be allocated to that budget. $5,000 will cover the cost needed for this program including fees for MAB.

Which Charlotte Digital Equity Workstream does your Tech Idea align with:
- Digital Literacy and Skilling

3) **Blacks in Technology Charlotte with YouCanTech.org:** YouCanTech in partnership with Blacks in Technology Charlotte gets kids who otherwise would have little exposure to technology to have fun and gain confidence with it. Technology classes and careers will sound fun, rather than seem arcane and nerdy. We do that by delivering engaging storyline adventures using Lego robotics - weaving tech into the fun rather than leading with tech.

Program Description:
- We have injected that confidence in 270 kids so far with a core set of activities tailored for K-7th grade.
- **We are innovating with virtual at-home summer camps, which leverage our well-oiled remote delivery to extend reach:**
  - Lego set loaned to the family for the week (pickup at school or library)

- Groups of 5 kids by four age ranges each week: K-1, 2-5, 6-8 beginner, 6-9 coding experience
    - Intentional diversity of kids from across Charlotte in each group
    - Meet 1 hour Mon-Thurs with coach to learn, and get a challenge for the next day
    - "I'm stuck" help session in the afternoon
    - The next day, each kid demonstrates their progress, and the coach shows the next challenge
    - Summary meeting including parents to point to other resources and education and career options
- Second, based on the successful pilot of activities for 6-9th graders in an "escape room" format of sequential puzzles, we need 5 additional Lego Mindstorms kits.
- The Tech Rising grant will pay for coaches (20 hours x 5 weeks) and reduce the cost of virtual camp to $20 for kids from title 1 schools. It will also fund 5 additional Lego Mindstorms kits."

What impact does this have on fostering Digital Equity:
- Virtual camps are feasible for families whose parents have difficult work schedules or who cannot afford in-person camp. They help to combat summer learning loss, which is especially acute after tough pandemic school years.
- It is worth mention that 3/4 of our coaches are girls of color, so more kids can see themselves in their role model.
- Expansion of our capacity for middle schoolers directly addresses the steep decline in interest in tech through middle school years.

How many students will this impact:
- Virtual camps will enroll 20 kids each week for 5 weeks of camp = 100 kids.
- Our programming and use of the Lego kits will continue after the summer."

What demographics are you serving:
- Grades K - 8 with intentional appeal to girls and kids of color by partnership and profile of our coaches.

What is the total cost of your initiative:
- 5 kits x $375 = $1,875
- Virtual Camp coaches 100 hours x $18 = $1,800
- Virtual Camp Lego logistics (sorting, delivery, return) = 100 kids x $40 = $4,000
- Total: $7,675

Which Charlotte Digital Equity Workstream does your Tech Idea align with:
- Digital Literacy and Skilling

4) Apparo Solutions: Our mission is to partner with corporations to leverage technology and improve business processes for nonprofits so they can create more positive social change in our community.
Program Description:
- **Our tech idea is to create an opportunity for high school students at Title 1 schools to gain digital literacy through a new Charlotte hackathon that will provide education within a fun and competitive environment outside the classroom.**

What impact does this have on fostering Digital Equity:
- Students will have an opportunity to see the big picture of technology problem solving while learning and engaging in a unique way. The event provides a platform for career exploration and hands-on skill development along with access to the social capital of community tech leaders.

How many students will this impact:
- 3-4 high school teams of 6 participants will be chosen to compete but all applicants can participate in the virtual mentoring and networking.

What demographics are you serving:
- Co-ed teams of high school juniors and seniors.

What is the total cost of your initiative:
- The full program budget is $45k for the Hackathon and follow-up solution implementation. Apparo will be seeking corporate sponsorships to cover expenses. This request from the Tech Incubator Fund is specific to the student portion and elements of education which will be provided for high school

participants. While the event is not scheduled until October, planning, nonprofit engagement and marketing has already begun. Student expenses could be front loaded in order to comply with the August 31st deadline.

Which Charlotte Digital Equity Workstream does your Tech Idea align with:
- Digital Literacy and Skilling

5) Wayfinders: Our mission is to ignite students' potential by expanding their confidence, connections, and horizons. We achieve this through summer camps, year-round enrichment programs, and mentor relationships for self-motivated, underserved students. Our vision is that every child, regardless of zip code, has access to transformative life experiences through camp, mentorship, and educational opportunities.

Program Description:
- With funding from the Equitable Foundation, Wayfinders plans to distribute laptops to rising 10th grade scholars for the next 3 years. We have requested funding from the Longleaf Fund to fill a one-time gap for rising 11th and 12th grade scholars not covered under the funding from Equitable. It is unlikely that we will have a response about this application prior to the Tech Rising deadline; however, the Longleaf Fund is a current funder of ours and we are optimistic about additional funding.
- Distributing laptops aligns with our strategic plan's goal to deepen and extend our support services for scholars. 90% of scholars are in households at or below 200% of the Federal Poverty Level, with a median household income of $20,000. It is unlikely our scholars have a laptop outside of the CMS chromebooks.
- **Funding from the Tech Idea Incubator Fund will allow us to broaden the scope of our project by purchasing Microsoft Office Suite and a protective case for every laptop.** Ensuring that scholars have the full Microsoft Office Suite on their laptops will give them access to programs like Publisher where they can hone their graphic design skills and create professional looking resumes. While Wayfinders has budgeted for laptop repairs in other funding proposals, adding protective cases for each scholar will help ensure that they are able to keep their laptop in the best condition possible to have it last through high school and into college or career.

What impact does this have on fostering Digital Equity:
- Our scholars continue to be impacted by the digital divide with the return to in-person learning and virtual summer enrichment opportunities. Feedback from mentors and parents show that the chromebooks do not meet scholars' needs. Many sites necessary for virtual camps, research, college applications, and/or post-graduation career readiness remain blocked or inaccessible.
- To fight the virtual learning-related achievement gaps, McKinsey & Company recommends ensuring that all students have sufficient technology. In line with this, funding from the Tech Idea Incubator Fund will allow us to add the full Microsoft Office Suite to each laptop, equipping scholars with the tools needed for high-school projects, college and career applications, and any virtual camps or enrichment they might enroll in.
- While the laptops are for scholars in our program, we know that in most cases this will be the only laptop in the home and will be shared by the family, improving access and digital equity for all.

How many students will this impact:
- 120

What demographics are you serving:
- Each year, Wayfinders supports 150+ children in Title I Charlotte-Mecklenburg Schools with mentoring, summer camp experiences, and year-round enrichment to improve educational outcomes, promote a safe, active lifestyle, and build social capital.
- This project impacts scholars in grades 10, 11, and 12 at Title I CMS schools. These scholars have been part of Wayfinders since the 4th grade and are fully committed to our program. Over 90% of the scholars in our program are at or below the Federal Poverty Line.
- Our student population is diverse, comprised of approximately 43% male, 57% female, 66% Black/African-American, 24% Latino/Hispanic, 3% Asian/Pacific Islander, 7% Multi-racial, and 1% White.

- Scholars enrolled in Wayfinders live in Mecklenburg County ZIP codes associated with Opportunity Zones. As stated in the Opportunity Task Force Report, the Charlotte real estate market "has resulted in a separate and unequal neighborhood geography" where deep disparities "represent sharp differences between opportunity-rich and opportunity-poor neighborhoods.

What is the total cost of your initiative:
- Including the requested funds from Longleaf and this application, the total cost of this project is $84,750. Of that number, Equitable has already committed over half ($48,750) as part of a larger three-year partnership.

Which Charlotte Digital Equity Workstream does your Tech Idea align with:
- Devices and Connectivity

6) Dottie Rose Foundation: Over the course of the past three years (including this one), Dottie Rose Foundation, Code Ninjas Concord, and Digi-Bridge have come together to provide a unique opportunity for 20 girls from Title 1 schools to come together for 3-weeks for a 15-day all paid summer camp.
While our focus has been on fostering exploration of programs such as robotics, web development, 3D printing, drones, game development, and the arts, we have always missed the component of creating a way for these campers to see the practical application of some of these technologies in the "real world."

Program Description:
- We propose to the Tech Idea Incubator Fund to add the addition of a service learning component to the camp.
- Service-learning is an educational approach that combines learning objectives with community service in order to provide a pragmatic, progressive learning experience while meeting societal needs. Our service learning component that will embrace technology is called Project Hunger.
- **We will utilize technology to address the problem of hunger. Students will engage in creating their own hydroponic lab, learn about latest technological innovations working to provide more food options, and ideate ideas.** In addition, the funding will provide the opportunity for us to set up field trips to local farms, learn about distribution of foods from the farm, through distribution centers, to the grocery store, and into the home.

What impact does this have on fostering Digital Equity:
- Most of our campers live in urban environments, as a result, they have limited contact with nature or live in food deserts.
- Numerous studies from across the United States show the use of outdoor gardens and hydroponic gardens promotes healthy lifestyles, demonstrates principles of environmental stewardship, encourages community and social development, and instills a sense of place.
- From a digital equity perspective, our campers will learn about the mechanics of how a hydroponic lab works, will apply data analysis to how the plants grow; i.e., how much water, sunlight, etc. the plants receive, and will learn about why technology is important within the lifecycle of "farm to table" lifecycle.

How many students will this impact:
- 20

What demographics are you serving:
- Middle School girls

What is the total cost of your initiative:
- $24,000

Which Charlotte Digital Equity Workstream does your Tech Idea align with:
- Digital Literacy and Skilling

7) Queen City Robotics Alliance: Nurturing the future workforce by providing practical and hands-on STEM experiences for local youth.
Program Description:

- **QCRA would purchase additional computers from E2D to expand our virtual summer camp. The goal is to enable students without pc access to attend these virtual summer camps.**
- Many students must return their laptop at the end of the school year leaving them without pc access over the summer because their family does not have a pc.

What impact does this have on fostering Digital Equity:
- By expanding our virtual summer camp in August 2022, we can give more children in Title 1 schools the opportunity to develop an interest in STEM.
- Students will learn the principles of design and engineering with hands-on exercises in computer programming, and 3D modeling.
- Guest speakers will share their experiences with robotics, coding, and other STEM career pathways. Additionally, by supporting E2D through the purchase of computers, the grant will have twice the impact in the Charlotte region.

How many students will this impact:
- 30

What demographics are you serving:
- Girls and Boys

What is the total cost of your initiative:
- These funds will go toward the cost of expanding our summer camp program by allowing us to purchase computers to serve more students than we have in previous camps. Each camp costs us $20k.

Which Charlotte Digital Equity Workstream does your Tech Idea align with:
- Digital Literacy and Skilling

8) Raise a Child of the Carolinas: Using a village approach and integrating lessons in various subject areas, Raise a Child of the Carolinas' mission is to expose youth to educational opportunities that are underrepresented in their communities, thus inspiring them to reach their full potential.

Raise a Child's educational focuses are S.T.R.E.A.M (Science, Technology, Reading, Engineering, Arts, Math), financial literacy, entrepreneurship college/career readiness, and health/fitness."

Program Description:
- **For Summer 2022, in partnership with Sugar Creek Charter School and Flying Classroom, Raise a Child of the Carolinas will immerse 25 6th-8th grade students into the exploration of Life Science, Physical Science, and Technology through their S.T.R.E.A.M+ Club.**
- The S.T.R.E.A.M+ Club is a pilot 5-week STEM Virtual Learning Program, where middle school students will attend Raise a Child's campus in-person and receive individual STEM material kits and live direct instruction from Flying Classroom Facilitators. During 60 minute weekly sessions, students will participate in hands-on expeditions that intertwine academic standards and real life, global STEM challenges.
- The 3 content focus areas that Raise a Child, Sugar Creek Charter, and Flying Classroom will be exposing the middle school students to are:
  - Life Science - The Dissection of a Cow's Eyeball to explore Biomedical Science
  - Life & Physical Science - Exploring the shoe sole to identify the connection between physical activity and Nike's Fuel Band Technology
  - Technology - Build a Video Game to witness how EA Sports transforms a real athlete into the Madden NFL video game.
- Upon successful execution of the summer S.T.R.E.A.M+ Club expeditions, the 25 6th-8th grade students will possess new digital skills and be digital literate enough to answer the questions:
  - What is Biomedical Science, why is it important, and what careers are in the field?
  - How is Science and Math connected to physical activity such as running in P.E. class?
  - How does EA Sports and other video game creators make the characters look so real?

What impact does this have on fostering Digital Equity:

- The report ""The Opportunity Myth"" published by TNTP (The New Teacher Project 2018) argued that students from non-affluent schools and communities aren't given access to rigorous and challenging curriculum like those received by advantaged students. " Pandemic pedagogy, a nickname for remote and hybrid learning during the coronavirus crisis, requires educators to wear many hats, including, but not limited to, those of teacher, social worker, curriculum designer, and instructional technologist (Prescott, Bridging Digital Equity…).
- As a result of the many hats that teachers now have to wear, we are witnessing the greatest resignation of educators that we have ever seen. In an effort to help reduce the burden, alleviate the need for teachers to be "curriculum designers and instructional technologist" as it relates to STEM, S.T.R.E.A.M Club+ offered by Raise a Child in partnership with Flying Classroom will take ownership of providing supplemental curriculum that offers access to rigorous and challenging academically aligned lessons. In addition, the partnership's intended impact is ensuring digital equity is achieved for the 25 6th-8th grade students who'll have daily access to modern chromebooks, readily available access to sufficient high-speed internet, and exposure to STEM careers that Sugar Creek Charter School simply does not have the capacity to expound upon during the traditional day program as noted by District Superintendent Cheryl Turner. B the end of the program July 29, 2022, 100% of participating students will also demonstrate academic progress in Science, Technology, Reading, Engineering, Arts, and Math.

How many students will this impact:
- The Summer 2022 pilot S.T.R.E.A.M+ Club offered by Raise a Child of the Carolinas in partnership with Sugar Creek Charter School and Flying Classroom will directly impact 25 6th-8th grade students.
- An additional number of students, the exact number unknown at this time, ranging from grades K-12 have the potential to be indirectly impacted as it is expected that students participating in the program will share their experiences with parents, guardians, and siblings.
- In addition parents and siblings will be given the opportunity to virtually attend a family engagement session where they will observe the digital skills and output from the participants' expeditions.

What demographics are you serving:
- Sugar Creek Charter School (SCCS) is a public charter school designated as a schoolwide Title I school serving 1,700 K-12 mixed-gender students of which 100% come from minority communities. All students attending SCCS receive free breakfast and lunch, and 93.8% are from economically disadvantaged households.
- The 25 6th-8th grade students participating in the Raise a Child of the Carolinas S.T.R.E.A.M+ Club will be boys and girls that attend Sugar Creek Charter School, scored below grade level in Math and Science on the 2021-22 End-of-Grade test as indicated by the North Carolina School Performance Grade Report and data retrieved from Sugar Creek Charter School, as well as those students who demonstrate and interest in the STEM field.

What is the total cost of your initiative:
- Raise a Child of the Carolinas will continue partnering with Sugar Creek Charter School and Flying Classroom during the 2022-23 academic school year to extend the S.T.R.E.A.M+ Club during Raise a Child's afterschool program which is currently operated at Sugar Creek Charter School and will serve 60 6th-8th grade middle school students next term.
- The total cost to offer the STEM curriculum is $18,000. The $5,000 funds provided by the Tech Rising Tech Idea Incubator Fund will cover the cost to pilot the program for the summer 2022 summer term.

Which Charlotte Digital Equity Workstream does your Tech Idea align with:
- Digital Literacy and Skilling

9) **Do Greater Charlotte:** Do Greater Charlotte builds creative confidence in Charlotte's underserved youth. We are a non-profit empowering communities to do greater by facilitating exposure and access to creativity, technology, and entrepreneurship.

We provide quality tools, a creative space and a nurturing community so underserved and under-resourced communities can turn their ideas into future opportunities. We are training the next generation of creative entrepreneurs for good.

Program Description:

- We're going on tour! ==The Do Greater Charlotte Tech Truck Tour will bring our CRTV Lab Mobile Truck to five communities within Charlotte's identified Corridors of Opportunity. Through the Tech Truck Tour, Do Greater will facilitate 1-2 hour creative Huddles with middle school and high school students focused on exposing students to technology through a creative challenge, and promoting digital proficiency.==
- Proposed stops include: Ashley Park and Camp Greene neighborhoods, The Mezzanine at Freedom, West Charlotte Recreation Center, Eastway Regional Recreation Center, Grier Heights Community Center."

What impact does this have on fostering Digital Equity:

- Digital literacy is no-longer a nice to have, it's a necessity for full civic participation in society. The Tech Truck Tour will bring technology and digital skilling directly into communities, meeting students where they are.
- The tour will foster digital equity in Charlotte by exposing 50-80 under-resourced students to advanced technology, while also teaching valuable skills in creative and critical thinking. Creative Huddles will be facilitated by the Do Greater staff and a local young professional in a creative discipline.
- Huddle facilitators will reflect the communities served, helping students to visualize themselves in creative and technology careers, and building their creative and digital confidence. We hope that this opportunity will ignite an interest in creative and technical career pathways.
- The Tech Truck Tour will also serve as a preview of upcoming programs that will be available to students through the CRTV Lab at Shiloh, located in the Camp Greene neighborhood. Students will have the opportunity to learn more about upcoming opportunities, sign up for program alerts, and provide input on what programs will be most interesting and valuable to them.
  - Creative Huddle Topics:
    - Graphic Design
    - Architecture
    - Branding
    - Coding
    - AR/VR
    - Music production
- **How many students will this impact:**
  - 50-80 middle and high school students, this includes five tour stops reaching 10-16 students at each stop.
- **What demographics are you serving:**
  - Students from Title 1 schools in 6th-12th grades.
- **What is the total cost of your initiative:**
  - $5,300. We anticipate costs to include: gas, technology (additional iPads for programming), stipend for student intern, materials, printing, wifi access for truck.
- **Which Charlotte Digital Equity Workstream does your Tech Idea align with:**
  - Digital Literacy and Skilling

10) <u>First Gen Success:</u> We offer a dynamic and ever-evolving program bridging the generational gap and lessening the constant economic disparities for high school girls who are on the path to be first generation college students.

Program Description:

- First Gen Success on it's ever-evolving journey, intends to expand our mentor community and specialized programming by improving outcomes and achieving excellence with the ease of using online, state of the art technology.
- **The Tech Rising Grant will be used to create full featured mobile apps for internal communications, training, engagement, and events. This platform would also allow access to mentoring program with a consistent user experience across all devices.**
- We will also implement online training to teach rarely taught relationship and network building skills needed in college and life success.

What impact does this have on fostering Digital Equity:
- This expanded access will drive higher engagement and participation. while increasing the productivity of mentoring relationship. It will allow provide accessibility across different technical platform, which will allow for greater impact in the community.

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- This expanded access will drive higher engagement and participation. while increasing the productivity of mentoring relationship. It will allow provide accessibility across different technical platform, which will allow for greater impact in the community.

How many students will this impact:
- With expanded access through technology, FGS plan to increase the number of scholars and mentors in the program. We plan to impact 20 students in our next cohort.

What demographics are you serving:
- FGS serves female high school students from low income, underserved communities.

What is the total cost of your initiative:
- Estimated cost $ 7,000.

Which Charlotte Digital Equity Workstream does your Tech Idea align with:
- Digital Navigation and Technical Support