



Girls Who Game

Level 1 Curriculum



GIRLS



WHO



GAME





50% 28%

Did you know that women make **50%** of the workforce and hold only **28%** of the jobs in Science and Engineering?

WE PROMISE to create opportunities for girls to learn and get excited about **STEM** (Science, Technology, Engineering, and Math).

OUR AIM is that your confidence to grow and for you to consider a **STEM-related** field among your many choices of possible career paths.

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communication



collaboration



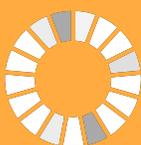
citizenship



critical thinking and
problem solving



creativity



Sustainable
Development Goals

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Curriculum Lessons

<p>Living Out Loud</p> <p>1</p> <p>Being an Agent of Change</p> <p>4</p> <p>Brainstorming a Solution</p> <p>7</p> <p>Reflection and Revision</p> <p>10</p>	<p>Keys to Connection</p> <p>2</p> <p>Designing for Change</p> <p>5</p> <p>Making a Plan</p> <p>8</p> <p>Telling My Story</p> <p>11</p>	<p>Conflict Resolution</p> <p>3</p> <p>Defining the Problem</p> <p>6</p> <p>Testing & Iterating</p> <p>9</p> <p>Capturing Our Story</p> <p>12</p>
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communication



collaboration



citizenship



critical thinking and problem solving



creativity



Sustainable Development Goals

Dear Girls Who Game,

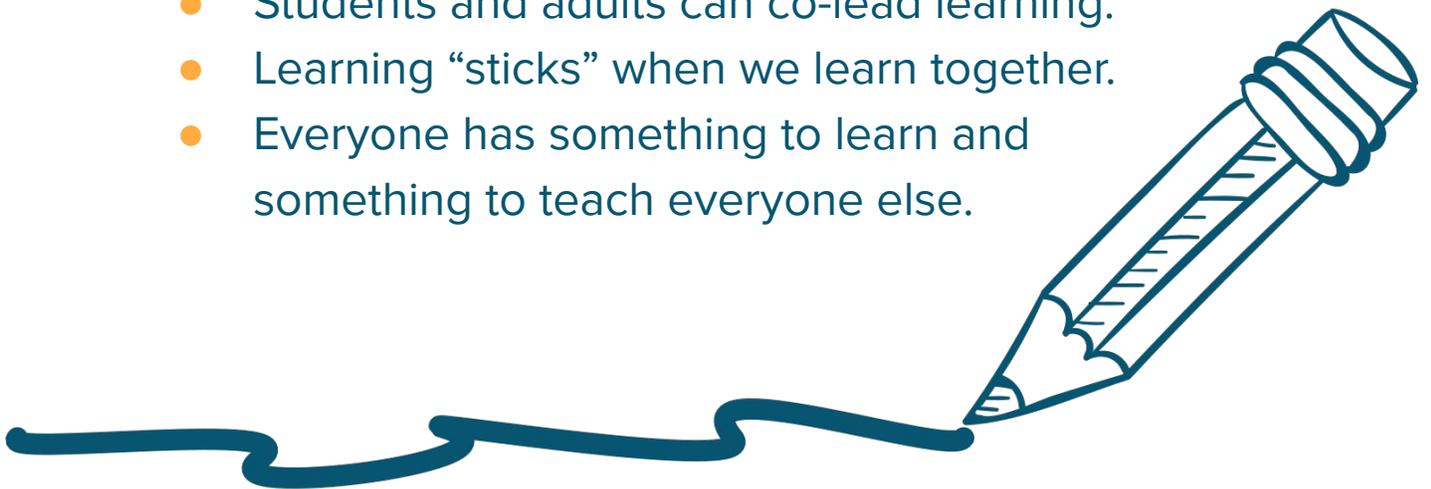
Girls Who Game is more than an after-school club. It's a pathway to **discover** who you are. It's an onramp to **access** the kinds of skills you need to contribute to the world. It is a portal through which you will travel to **design** your life and **the change** you want to see in the world. 🌍

This guide is written both for you, our Girls Who Game, and for your teacher champion/coach, who will be facilitating your club.

Together you can **design**, **lead**, and **learn** from each other as well as the GWG community and partners.

We believe:

- Students and adults can co-lead learning.
- Learning “sticks” when we learn together.
- Everyone has something to learn and something to teach everyone else.



11%

Did you know that less than **11%** of STEM jobs are held by a woman of color?



WE PROMISE to intentionally remove barriers to access and opportunity for all girls, especially girls of color.

OUR AIM is that more equitable opportunities will mean a workforce that is truly representative of the voices and perspectives of our communities.

CURRICULUM GUIDE OVERVIEW

This curriculum guide is designed to be a resource. It's optional to use it in its entirety or at all. However, should you choose to use this guide, here is a peek into what is available to you as you grow and come together as a club over these next twelve weeks.



THREE PROJECT PILLARS

Girl Centric Ecosystem

Encourage girls to learn from each other and build confidence

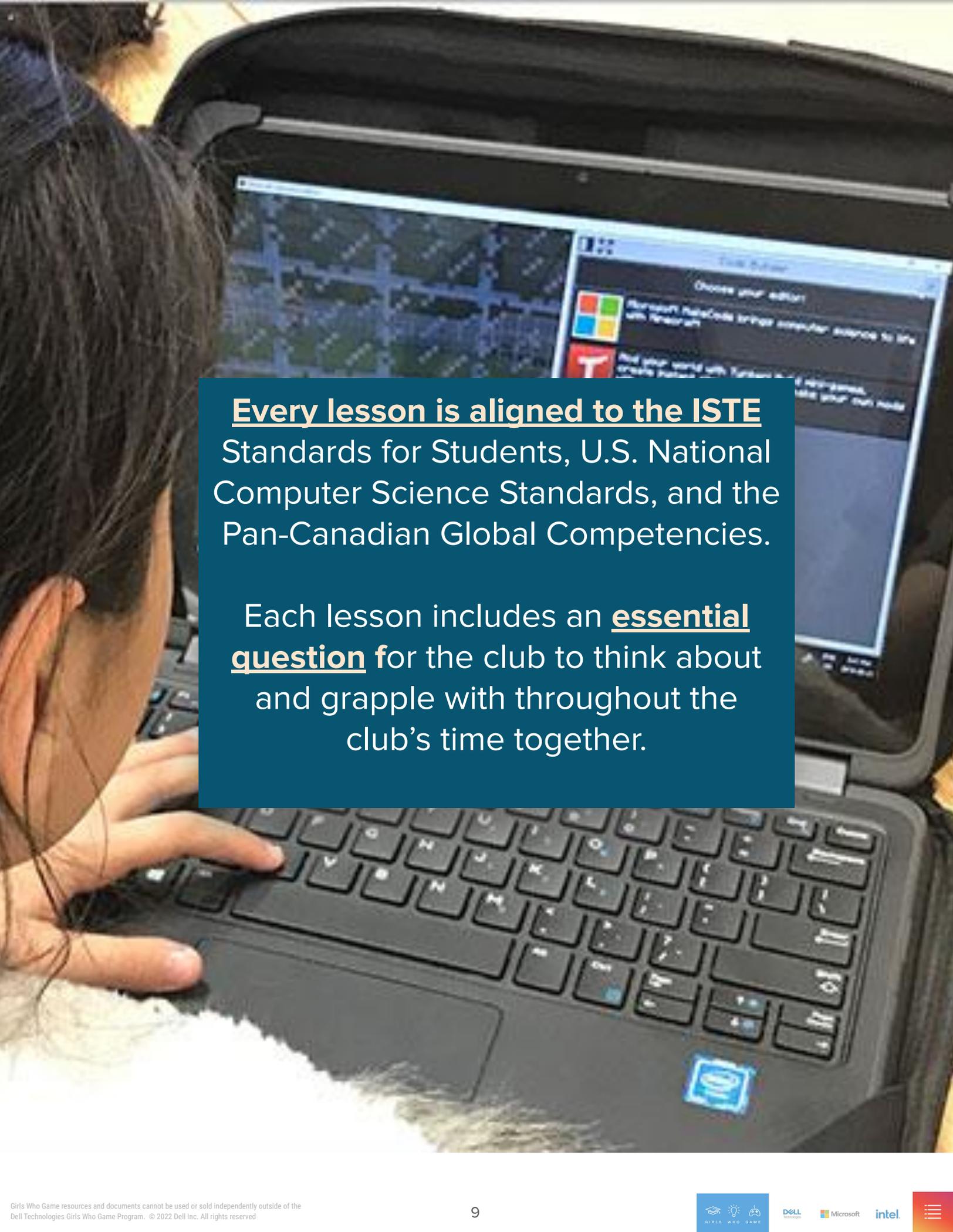
Authentic Application

Learner driven experiences in STEM and develop global competencies

Mentorship

Provide mentorship and build leadership skills at all levels





Every lesson is aligned to the ISTE
Standards for Students, U.S. National
Computer Science Standards, and the
Pan-Canadian Global Competencies.

Each lesson includes an **essential question** for the club to think about and grapple with throughout the club's time together.

LESSON FORMAT

Essential Questions:

These questions are the focus of the lesson.

Community Building

Lessons begin with an opportunity to build community within your online club.

Consider getting feedback from girls on which activities they most enjoyed and/or challenge them to lead the activities to build their experience as leaders and facilitators.

Resources to Explore

Each lesson includes resources from which students can choose. Knowing each club represents a variety of interests and age groups, these resources are designed to introduce students to new learning around communication, collaboration, and problem-solving. Use one, use them all, it is up to you!

Who's In?

Each lesson contains an opportunity to learn more about a woman who has been or is currently **IN**fluential in science, technology, engineering, and/or math (STEM).

Mini-Challenges

Each lesson includes 1-2 mini-challenges, meant to engage girls in the application of the new learning. Try one, try both, it is up to you!

We encourage clubs to share reflections and artifacts from these mini-challenges via [Flipgrid](#) or [Twitter](#) with the hashtag [#GirlsWhoGame](#).

CLUB LESSONS AND RESOURCES



Essential Questions

1

- Who am I?
- How do I tell that story?
- What is an example of something I have done or said recently that shows people who I am?

Community Building

- Use [Whiteboard](#) in Teams and ask students to create a text box with their name.
- Then use sticky notes to create prompts.
- Invite students to move their names toward the prompt that best describes them.
- Check out [one example here](#) that uses PowerPoint.



Resources to Explore

- Take a look at Brené Brown's [List of Values](#) from her book *Dare to Lead*. Which matters most to you? What are examples of things you could do to live those values out loud? If you had to pick one word that represented your most important value, what would be your one word?
- Take either [FiveThirtyEight's Personality Quiz](#) or *Time's* [Harry Potter Sorting Hat Quiz](#). Share your results with another gamer in your club and your thoughts on the accuracy of the results. How is what matters to you reflected in your personality?

Find Out How Well You Fit Each House at Hogwarts



Mini-Challenge

- Log into **Minecraft Education Edition**.
- Use the blocks to create something that represents **one or more of your core values**.
- Not sure how? Start check out the [Teacher Academy](#)

- Log into [Flipgrid](#).
- Click the green  to create a short video **sharing something about who you are and how you represented that in Minecraft**.
- Feel free to check out the videos of others and **leave them some feedback**, which shows you living your core values out loud.

Who's In?



[Mareena Robinson Snowden](#)



[Donna Strickland](#)



MEE NEWBIE

Just like me!



MEE EXPERT

Name	Name	Name



VISIT THE PAST

Just like me!



VISIT THE FUTURE

Name	Name	Name



WIN AN OLYMPIC GOLD MEDAL

Just like me!



BECOME PRESIDENT OF THE COUNTRY

Name	Name	Name



BE INVISIBLE

Just like me!



BE ABLE TO HEAR EVERYTHING

Name	Name	Name



TALK TO ANIMALS

Just like me!



SPEAK ALL THE LANGUAGES IN THE WORLD

Name	Name	Name



Click to add text

Just like me!



Click to add text

Name	Name	Name
Name	Name	Name