

1,234

# Middle School Girls

66% from Title I Schools

92%

are inspired to work harder in school

73%

are interested in participating in other extra-curricular STEAM activities

91%

said Girls Have IT Day gave them opportunities to explore new ideas

392

# High School Girls

Near-peer Mentoring: a model that works!

500

hours designing, developing and delivering hands-on activities

71%

are more interested in studying STEAM in college

93%

liked working with Middle School girls

85%

learned something new

120

unique hands-on STEAM activities

100%

# Fun!

Presented with support from:

**Freeport-McMoRan Copper & Gold Foundation, Grand Canyon University, Avnet, Axosoft, Centerpoint Consulting, InfusionSoft, TB Consulting, and Ricoh**

Additional activities hosted by 18 local community businesses and organizations including: Society of Hispanic Professional Engineers, ACESA, Intel, Burton Barr, Phoenix Public Library, Arizona Science Center, Maricopa County - Stormwater Quality Program, AZ SciTech, TECHNOLOchicas, Maricopa Air Quality Department, ASU STEAM Labs, SOUTHWEST MAKER FEST

