CONSIDERATIONS FOR SELECTING & DESIGNING CURRICULUM + PLATFORMS

The curriculum(a) you choose will guide your entire program—it is the lessons and activities you/your team facilitate. The platform/tool(s) you choose will be what your participants use during lessons and activities. Some platforms will have already-designed curriculum you can use, others will require you to design curriculum, and most will require some of both. Review the below and ensure the curriculum and platform you choose and/or design will help you create the most engaging program.

- **Is this ‘Promising’ Curriculum?**

- **Is this developmentally appropriate for the girls we’re serving?** Although a certain program or robot may be exciting to you, it might not always resonate with the age group in your program. Similarly, activities that might work well for girls in 2nd grade might be too simple for those in 8th grade. And last, the issues that are most interesting to you might not resonate with the youth in your program in the same way. It is important to consider some common characteristics of the age group in your program, and choose or design curriculum and an application that will be most engaging for them.

- **Does it cost money? Do we have the funding for the curriculum and/or materials and technology needed?** Talk with your Program Partner about any budget needs and consider where and how you will get the technology you need if you don’t already have access to it.

- **Are the learning goals achievable in the time we have? If not, can we adapt the curriculum and goals to be achievable?** Some curricula may have girls building complex apps to support their community over a 2-week time period, meeting 10 different times for 8 hours each day (a total of 80 hours). If your program is meeting 4 times for 4 hours each (a total of 16 hours), it is likely not realistic to expect girls will achieve the same goals. Consider adapting the goals to fit your schedule or choosing curriculum that more closely aligns with your program characteristics.

- **Does this curriculum support the issue we have chosen to integrate?** Participants of your program will be most engaged if they are solving problems they relate to and connect with. Be sure that the curriculum you choose supports the problem-solving you plan to encourage. For example, if you decide bullying is an issue you’d like your participants to explore and problem solve, you’ll want to select curriculum that allows time for participants to learn about and discuss bullying and allows participants to learn IT/coding skills that will support them in problem-solving bullying. It is likely that existing curricula options will not perfectly or explicitly outline the social issue you want to explore; you will have to do the work to integrate the two.

- **Am I (Program Leader) prepared to facilitate this curriculum? If not, what support do I need?** Consider how comfortable you are with the activities and technology used in the curriculum—would you need to spend time learning and practicing or have you facilitated similar material before? Build in time to get comfortable with the curriculum and discuss any additional support you may need or want with your Program Partner.

- **Are there time-appropriate lessons outlined that we can use or adapt for each time our program meets? Are they engaging? If not, how can we make them engaging?** Some curricula will outline lessons that take the same time to complete as the time you have outlined to meet; others will not outline any specific lessons at all. Consider how you will adapt the curriculum, if needed, to work for your program. If lessons are lecture-based or require participants to do a lot of sitting and listening, consider how you will make them engaging.