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* = *strategic initiative for 2023*
** = *two-year grant awarded*

Organization	Purpose
ACCEL	Funds will support the charity's job training program at their East Campus in Tempe, Arizona, which will help 80 students. This nonprofit serves all people who have special needs and the participants in this program have indicated an interest in manufacturing and technology. Through these efforts, the grant will expand The FabLab project, where equipment is used to design and fabricate adaptive items for individuals with disabilities, by establishing an advanced manufacturing component. Trainees will learn all aspects of operating the lab and its equipment as well as begin to explore manufacturing jobs.
Atlantide Soc. Coop Sociale p.a.	This grant will support Atlantide, an organization based in Cervia, Italy, with a program involving 15 secondary school classes in the area (320 students), to better understand the phenomenon of climate change and measures to counteract it, starting from the most significant impacts recorded in recent years along the northern Adriatic coast. The project will include various meetings and educational trips as well as will draw inspiration from the United Nations' Agenda 2030 for Sustainable Development.
Arizona Technology Council Foundation (*SciTech Institute*)*	Better known as SciTech Institute, is a nonprofit dedicated to enhancing and promoting STEM (science, technology, engineering and math) education and awareness in Arizona and beyond. This grant will support the national STEM Youth Congress – a one-day virtual conference during the summer of 2024, facilitated by SciTech's Chief Science Officers (CSOs). CSOs are students in grades 6-12, selected by their peers and school administrators to serve as STEM leaders and advocates in their communities for up to six years. Currently, SciTech has over 750 CSOs representing 14 states. The conference will involve 1,000 youth, empowering them to advocate for STEM education.
Association Les Amis de la Classe Musique des Ponts-Jumeaux	The Association is a cultural, educational and innovative citizen project of collective vocal and instrumental practice in Toulouse, France, with the primary objective of the development and success of students. With this assistance, they plan to purchase bowed string instruments (six violins, three violas and two cellos). Choirs and orchestras allow students to develop the pleasure of learning, autonomy, effort and self-confidence. This unique project is accessible to all motivated pupils in Collège des Ponts-Jumeaux, unleashing social, cultural and financial barriers, and is made up of 30 students in grades 3-6.
ASU Preparatory Academy	This school is an innovative public charter school network, serving more than 7,000 full-time students from pre-K to grade 12. Funding will provide financial assistance to 100 students participating in the Academy's 3rd annual Science and Engineering Fair across their network of schools in Arizona. Students in grades 3-12 will conduct scientific and technical research based on their interests and professionally present their findings. Participation promotes critical

	thinking and the use of the scientific method and allows students to develop self-advocacy skills.
Centro Studi La Meta	This grant will help the association grow their mission - to support elementary, middle and high school students with special attention to children with learning disorders - in the L' Aquila Province of Italy through the Grasp the Idea! science project. The grant project's purpose is to bring students closer to the study of scientific subjects with curiosity which will then lead them to further studies in computer science, physics and math. This partnership will include the local high school, Istituto Industriale Amedeo d'Aosta, and the University of L'Aquila, to help run the physics assignments in labs.
Children's Museum of Idaho	Grant monies will help the Museum, located in Meridian, Idaho, provide equitable access for children to engage in interactive learning and STEAM (science, technology, engineering, art and math) programming. The Museum seeks to make early learning accessible through the Museums for All scholarships, which provides reduced admission rates for low-income families. Additionally, the Museum offers a First Friday Sensory Awareness & Accessibility Evening once a month, where sounds are reduced, lights are dimmed, and special accommodations are made for families with children with a disability and/or sensory divergent determination.
Children's Museum of Phoenix	The Children's Museum of Phoenix in Arizona has designed self-directed and guided play opportunities to support children in fun, early STEAM (science, technology, engineering, art and math) learning. With a commitment to ensuring low-income families have equitable access to these rich educational experiences, the Museum was funded with a grant to underwrite their Every Child program. This program supports parents, caregivers and teachers by providing free/reduced-priced admission in a variety of ways.
Christina Noble Children's Foundation (*CNCF*)	This grant will help CNCF in Vietnam, an organization that is dedicated to serving the physical, medical, educational and emotional needs of vulnerable children, with funding for their Noble Scholarship program. This program not only provides financial support for a promising student to be able to pursue tertiary education, but it also adds in personal development services to ensure that they have a pathway to a sustainable future, such as work readiness training, literacy and life skills, community service activities, emergency assistance and access to a student hotline.
Compudopt	The grant will help this Texas-based organization provide technology access and education to under-resourced youth and in the Phoenix, Arizona community. For this project, the nonprofit will teach hands-on curriculum-based programs to students in grades 1-12, on school campuses and at community sites, building their confidence in using new technologies, helping them develop skills aligned with high-demand careers. Students will attend one to two sessions per week over 10-12 weeks or camp sessions over school breaks for 20-25 hours. Each student who graduates, in grades 3-12, will receive a free computer. Funding will cover the cost of two cohorts of up to 15 students each.
FIRST (*For Inspiration and Recognition of*	This support will assist this international organization based in the United States, which inspires young people to be science and

Science and Technology) Robotics*	technology leaders and innovators, by engaging them in exciting mentor-based programs that build science, engineering and technology skills. The grant will fund their Equity, Diversity & Inclusion (ED&I) initiatives. Their ED&I strategy is grounded in the FIRST strategic pillar to increase diversity such that their programs serve an inclusive and diverse audience, reflecting the population of the communities they serve. When removing such barriers, greater access to FIRST programming is enabled.
Frank Lloyd Wright Foundation	The Foundation, based in Scottsdale, Arizona, strives to be an inclusive and welcoming cultural institution for people of all ages. They have created the Community Access Program to help provide free youth education opportunities at Taliesin West, a UNESCO World Heritage cultural site, for young visitors. At the site, children can participate in high-quality, hands-on STEAM (science, technology, engineering, art and math)-based programming inspired by the innovative architectural design work of Frank Lloyd Wright. This grant will provide free program registrations to hundreds of low-income families.
Free Arts for Abused Children of Arizona	This grant will fund children, youth and young adults (ages 3-26) who have experienced trauma in Phoenix, Arizona, through Free Arts' free arts programming that transforms children's trauma to resilience. Anchored in the evidence-based program model of Art + Mentors = Resilience, Free Arts' seven Art Resilience programs guide participants through five stages of scaffolding outcomes: Safety, Expression, Skill-Building, Self-Efficacy, and Resilience. Their program also integrates elements of STEAM (science, technology, engineering, art and math), teaching youth these concepts through mediums of art. The funding will engage 6,000 underprivileged youth who have experienced abuse, neglect and/or homelessness.
Future for KIDS	Future for KIDS will use the grant monies to continue to bring free STEAM (science, technology, engineering, art and math) learning to underserved youth, in grades 3-8, via a mobile STEAM Lab, where they live and go to school, eliminating barriers to participation such as distance and cost. At community events and Discover Your Future sites, they provide on-site STEAM activities such as Stop Go Animation where groups create short films. They also will partner with 17 Title I schools and one local Boys & Girls Clubs during the 2023-24 school year to offer this programming to 650 youth.
Girl Scouts, Arizona Cactus-Pine Council (*GSACPC*)*	Girl Scouts' mission is to build girls of courage, confidence and character who make the world a better place. This funding will support the Phoenix, Arizona-based charity's new Girl Scout Mobile Building Space. They will be able to take programming on the road to bring high-quality educational resources and female role models to girls at schools and community centers. The vehicle will help girls build STEAM (science, technology, engineering, art and math) skills as they learn basic home maintenance skills like fixing a toilet or repairing a light switch to trades like carpentry, tiling and painting. With the grant, they will also add solar power to the vehicle to make it more sustainable as it supports the necessary power tools and equipment, while providing a way for girls to see up-close how solar power works.
Girlstart*	Girlstart is a national female-led organization based in Texas that offers out-of-school STEM (science, technology, engineering and math)

	programming to girls in grades 4-8 for free through after-school, summer camp and community STEM activities. The grant will allow the charity to increase the number of after-school clubs offered for spring 2024; reach more families through community STEM programming; and serve 900 girls through 2024 summer camps. Funds will also help underwrite their teaching corps, STEM CREW program leaders. This model is comprised of high school and graduate students or classroom teachers, and these individuals provide girls with high-quality, STEM education, consistent mentorship and accessible women role models.
Grundschule an der Stuntzstrasse	This primary and middle school has German classes for foreign students, ages 6-18, based in Munich, Germany, and is focused on developing students' skills through engineering projects such as the "Drumm" project, which is an expression of art through improving creativity, concentration and collaboration. Drumming is a haptic motor that trains many musical skills including feeling the rhythm, striking techniques, producing different tones, etc. These classes are taught by a percussionist and this grant will cover 169 workshop units for grades 1-4 with a performance for the students' parents after all event cycles.
Gulf of Maine Research Institute	The Institute develops and delivers collaborative solutions to global ocean challenges. This grant will support the charity's LabVenture experience, where students in grades 5-6 from Maine, take on the role of scientists and conduct their own hands-on research in the Cohen Center for Interactive Learning, for free. This funding will also help with the transportation they provide to public school students. This ensures that students have equitable access to transformative STEAM (science, technology, engineering, art and math) experiences and toolkits. These efforts will help to quip 8,600 students from all 16 Maine counties while engaging 30 educators.
HORIZONT	This organization, based in Munich, Germany, assists mothers and children without permanent residence as well as socially disadvantaged families, by offering secure housing combined with comprehensive advice, support and promotion along the entire education chain. Their goal for these families is to take part in opportunities to start a new beginning. With this funding, the nonprofit will hold workshops on balanced nutrition for the children after school. They will also have an interactive garden tied to these science-based lesson plans. In addition, the grant will support art therapy for all families living at their facilities.
ICAN	This nonprofit provides free, comprehensive out-of-school time programs at five sites in Chandler and Mesa, Arizona. In appropriate age groups, ICAN staff facilitate program activities rooted in 21st Century Learning Skills. These funds will support the agency's STEAM (science, technology, engineering, art and math) programming as part of their Positive Youth Development initiative. STEAM activities range from constructing airplanes out of popsicle sticks to learning how to code. Other activities utilize innovative digital technology tools such as 3D printers, Raspberry Pi and Makey Makey boards. Interactive activities like being a human robot or playing the piano with slime technology additionally pique youth interest in STEAM learning. ICAN aims to improve the lives of 790 K-12 students from Title 1 schools during the 2023-24 school year.

Idaho State University Foundation	This grant will assist the Idaho-based university's STEM (science, technology, engineering and math) Academy for children with autism spectrum disorders. This is a summer camp for students with high-functioning autism spectrum disorder (ASD) in grades 9-12. The camp will run for two weeks in July 2024. With funding, students will be provided with all the materials necessary as well as lunch each day. Students will take part in real-world experiences in STEM activities by Idaho State University professors, graduate students and local teachers. And a variety of social activities including local field trips will be planned. This program will serve 20-25 ASD students.
IEEE Foundation* (*Institute of Electrical and Electronics Engineers Foundation*) **	With recent funding, this international organization based in the United States, will be able to create content development resources for (student, educator, parent, etc.) with a specific focus on the field of semiconductor technologies as a career. This will be in partnership with their TryEngineering division with online education materials being created including videos. The goal will be to develop, evaluate and deploy an interconnected suite of high-quality, relevant and engaging professional development and curriculum resources to help teachers of students, ages 10-14. These materials will get students excited about semiconductor technology and careers, building the knowledge needed to pursue high school and college studies in engineering fields relevant to careers in the semiconductor industry.
Jaybots 16700 Robotics Team Booster Club	This team, based in Hopewell Junction, New York, has a mission to maintain a competitive stance in the FIRST Tech Challenge while fostering STEM (science, technology, engineering and math) awareness within their local community. They are committed to offering STEM seminars to K-12 kids that are free or priced reasonably. Their goal is to encourage critical thinking skills by encouraging a love of learning and providing practical activities, experiments and projects. With this grant, the group will be able to organize more workshops and community-driven initiatives that will have a positive impact on a broader scale. They will also be able to purchase supplies including a 3D printer and various kits for these seminars.
Junior Achievement (*JA*) Malaysia	JA Malaysia is an organization based in Malaysia that strives to activate youth for the future of jobs via hands-on learning experiences in financial literacy, entrepreneurship and work readiness. This grant will assist JA Malaysia with their Young Enterprise program through the sponsorship of one school in the Negeri Sembilan region. This program allows high school students to experience the full life cycle of a business over a nine-month period. They assume positions and register their company, raise capital by selling shares, research and brainstorm products ideas, manufacture products and sell it to their customers at a sales fair. At the end, students write an annual report and liquidate their company.
Junior Achievement of Arizona (*JAAZ*)	JAAZ educates K-12 Arizona students with the critical thinking, financial literacy, workforce readiness and entrepreneurship education they need to break the cycle of poverty. This funding will support two JA STEM (science, technology, engineering and math) Summits – one at a middle school and one at a high school in Phoenix, Arizona. During this event, the students will have an opportunity to complete three, hands-on challenges to see the application of STEM in the real world, which will introduce them to high-growth, high-demand STEM career path options.

	Students also can practice soft skills such as teamwork, problem-solving and critical thinking.
LearningWorks	LearningWorks responds to educational needs in the community by providing tutoring, mentoring and alternative education opportunities designed to ensure the success of learners whose needs are not met by traditional systems throughout southern Maine. The LearningWorks Afterschool (LWAS) provides high-quality STEAM (science, technology, engineering, art and math) after-school and summer programs for students in grades Pre-K through 5, who are performing below grade level academically and may not have the resources to access a paid afterschool enrichment or tutoring program. This funding will help the agency to secure the enthusiastic teachers and the engaging materials/resources needed to offer meaningful STEAM learning.
Maine Mathematics & Science Alliance (*MMSA*)	MMSA is a nonprofit based in Augusta, Maine that supports educators to teach STEM (science, technology, engineering and math) in more meaningful ways. Through this support, the agency will be able to expand equitable access to math by partnering with local educators in two parallel areas: supporting neurodiverse learners of math and elevating student voice and choice through experiential learning in math. This funding will also help to better join these important initiatives by bringing middle and high school mathematics as well as special educators together to explore the natural intersections of math modeling, experiential learning and the strengths of Neurodiverse Learners. By focusing these efforts with educators, the impact will be multiplied 20 times over for the students.
Johnson School of Technology	This private, two-year college, based in Scranton, Pennsylvania, offers 18 associate degree and four academic certificate programs, focused on providing students with the technical skills and general education needed to succeed in a demanding, industry-driven world. The funding will support a Safety Net program providing basic needs, not including tuition, for students so they can complete their programs and go on to earn family-supporting wages. This program would be open to all students at both their Scranton and Hazleton campuses, and the goal is to provide one-time assistance to up to 10 individual students.
Orbis International	This nonprofit works to prevent and treat blindness through hands-on training, public health education, improved access to quality eye care, advocacy and partnerships with local health care organizations. This funding will assist the agency with their work in Vietnam. The project aims to equip underprivileged youth in a targeted community where Orbis and onsemi are based, by integrating STEAM (science, technology, engineering, art and math) curricula while identifying, addressing and reducing the prevalence of visual impairments.
Project Lead The Way* (*PLTW*) **	PLTW is a nonprofit that provides a transformative learning experience for K-12 students and teachers across the U.S. through pathways in computer science, engineering and biomedical science. This grant will allow to 8-15 middle schools in onsemi communities to implement and/or expand PLTW Gateway curricular offerings. Gateway is one of PLTW's five curricular programs, developed for grades 6-8. The program sparks discovery and illuminates the range of STEM (science, technology, engineering and math) paths students can look forward to in high school and beyond. The awarded schools will offer this program in the 2024-25

	school year, with an estimated 150-200 students enrolled in each grant-funded program.
Samarthanam Trust for the Disabled	The charity, based in India, works for the empowerment of persons with disabilities through diverse, inclusive and innovative programming. This grant will support three local schools with the necessities to implement a science lab for students in grades 5-10 as well as one school will receive funding to purchase a SMART Board. These labs will allow students to take part in hands-on experimentation through electronic and technological tools. This initiative aims to foster innovation, driving the development of novel products and processes that sustain the economy. The foundation for such innovation and science literacy lies in a strong knowledge base in the STEM (science, technology, engineering and math) disciplines. The modules that will be taught in these labs will include programming, robot structure building, basics of electronics, mobile app development, 3D modeling and printing, etc.
Science Buddies*	This charity runs one of the most popular science websites, reaching over 17 million students, parents and teachers each year with free resources that reflect the latest research in how to effectively teach science. With this grant, a new, hands-on curriculum around "Exploring Semiconductors: The Brains of Modern Technology" will be created to help students understand the role of semiconductors in our world. The organization will create a visually engaging content to introduce students to semiconductors. This content will also provide an opportunity to cross reference resources including hands-on explorations, career information, videos, company profiles, etc. These resources will target middle school students, the key age for sparking an interest in STEM and their biggest audience. With their outreach, a minimum of 100,000 students and educators will use these educational resources.
Silicon Valley Education Foundation (*SVEF*)	SVEF delivers and advocates for STEM (science, technology, engineering and math) education that inspires underserved students to succeed in college and careers. This grant will fund Elevate [Math] - a 19–24-day summer acceleration program for rising students in grades 3-10. The program aims to increase the number of students meeting Common Core standards in their next-level math class while promoting college readiness and STEM career awareness. Students will learn the application of mathematical concepts through real-world problem-solving, formative assessment lessons, daily math talks, and project-based learning. Complementing Elevate [Math] is the teacher professional learning, which includes over 30 hours of training and coaching, covering integrated subject matter instruction, culturally responsive pedagogies, socio-emotional learning, etc. As a result, teachers can transform classrooms to become more enriching learning experiences, contributing to more students being motivated to attend and finish their studies in high school and college. In 2024, this program will serve a total of 1,575 students and 125 teachers in Santa Clara and San Jose, California.
Sojourner Center	As one of the largest domestic violence shelters in Arizona and the United States, this charity serves victims of domestic violence, human trafficking and sexual assault. And their Child Development Center (for ages 6-12) aligns with Arizona's educational guidelines, with emotional and physical development activities guided by the Reggio Emilia Approach. For their child survivors, the collaborative, individualized

	learning environment paves the way to more promising futures. With this funding, the organization will be able to provide STEAM (science, technology, engineering, art and math) focused projects and assignments to improve educational outcomes and encourage students to develop an interest in pursuing STEAM careers in the future. With these resources, the agency will be able to hold 24 STEAM projects, improving educational outcomes for the 60 projected students. Funding would also allow them to procure a SMART Board.
SOS Children's Villages Philippines	This charity provides alternative care for orphaned, abandoned and neglected children globally. And in the Philippines, the grant funding will address educational support needs of the youth, contributing to their holistic development and support them in acquiring applicable skills that they can use on their path to self-reliance. With that, the organization provides basic care and protective needs under their Family-Like Care and Family Strengthening Program across eight locations. Among 910 youth in senior high school and college, there are 134 students who are a part of the STEAM (science, technology, engineering, art and math) track. And through this grant, funding will cover boarding, food and transportation allowances; school supplies and uniforms; internship expenses, educational tours and group work activities; and skills training related to STEAM education.
Strong TIES	This Arizona-based organization empowers underrepresented and underserved groups by providing culturally relevant and responsive tools for STEAM (science, technology, engineering, art and math) learning. To address these gaps, they launched a multi-tiered communication, education and outreach program designed to inspire and empower African American students to pursue STEAM careers. The funding awarded will help engage their network in activities tied to initiatives hosted by the charity in conjunction with National STEAM Day (November) and MLK Day (January). Workshops, coaching sessions and other activation events will be organized to increase awareness of STEAM disciplines. In doing so, they will reach almost 550 middle and high school students.
THEMUSEUM of Ideas Transcending Objects	THEMUSEUM in Ontario, Canada offers 20+ education modules that complement and enhance curriculum requirements for grades K-12. With their Equitable Education initiative, THEMUSEUM seeks to book any class from any school to visit free of charge. This funding will also cover the cost of transportation for students from the 42 local schools designated low-income. This approach means that no student would have to miss a learning opportunity to investigate science and technology subjects through their programming and exhibitions.
United Cerebral Palsy of Central Arizona (*UCP*)	UCP of Central Arizona provides comprehensive services to individuals with disabilities and their families by providing physical and developmental support as well as educational growth. Their Early Learning Center will introduce technology in an innovative and impactful way that complements its curriculum and reinforces its commitment to serving children with and without disabilities. With this funding, they plan to purchase a WizeFloor One SMART Board so that teachers can connect their computers, video cameras, digital cameras, microscopes, etc. to aid in instruction. This will assist 50 children at their facilities.

Universiti Teknikal Malaysia Melaka (*UTeM*)	UTeM has reputation of being a source of high-quality engineering graduates with the capability of meeting the requirements of high-tech industries in Malaysia. Funds will support the university with a project to bring micro:bit training to local schools. This small computer introduces beginners to coding, electronics and digital making. In Malaysia, primary students are required to take a design and technology class, however; many of the schools do not have access to these microcontrollers. And UTeM will help schools in need by exposing them to this technology.
VALLEY OF THE SUN YMCA	With this grant, the Phoenix, Arizona-based organization, who has a mission to put programs in place that build a healthy spirit, mind and body for all, will help to increase student success in transitioning from pre-school to kindergarten, with launching the "Y Academy" for four-year-old children entering kindergarten the following school year. The Y Academy will offer a structured classroom setting over the course of the year and focus on developing 21st Century Learning Skills. STEAM (science, technology, engineering, art and math) will be a critical focus area for this program, with approximately 160 children (ages 3-5) each week engaged in activities through the Y Academy and other early learning programs. Funding will be used for STEAM classroom supplies.
Year Up	Year Up in Phoenix, Arizona will provide workforce development programming through this grant. Their services help to close the Opportunity Divide by ensuring that young adults gain the skills, experiences and support that will empower them to reach their potential through careers and higher education. Aligned with the belief that technology careers provide pathways to economic security and job stability, in 2022, Year Up introduced a new Application Development program. With this support, Year Up will look to enroll approximately 60 young adults across their Bay Area, California and Phoenix, Arizona Application Development programs in 2023-24. Potential role pathways for trainees include Server/Cloud Development, Mobile App Development, Production Support, Software Project Management, Application Development and Web Development.