

A Framework for Developing Equity-Focused STEM Content for Young Children

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AGENDA



- Overview
- Framework: Guiding Principles
- Integration in Multimedia Contexts
- Using the Framework
- Lessons Learned + Future Directions







READY TO LEARN





"Ready to Learn Television supports the development of educational television and digital media targeted at preschool and early elementary school children and their families. Its general goal is to promote early learning and school readiness, with a particular interest in reaching low-income children."

PROJECT DEVELOPER











Our mission: Enrich lives and strengthen communities through the power of public media

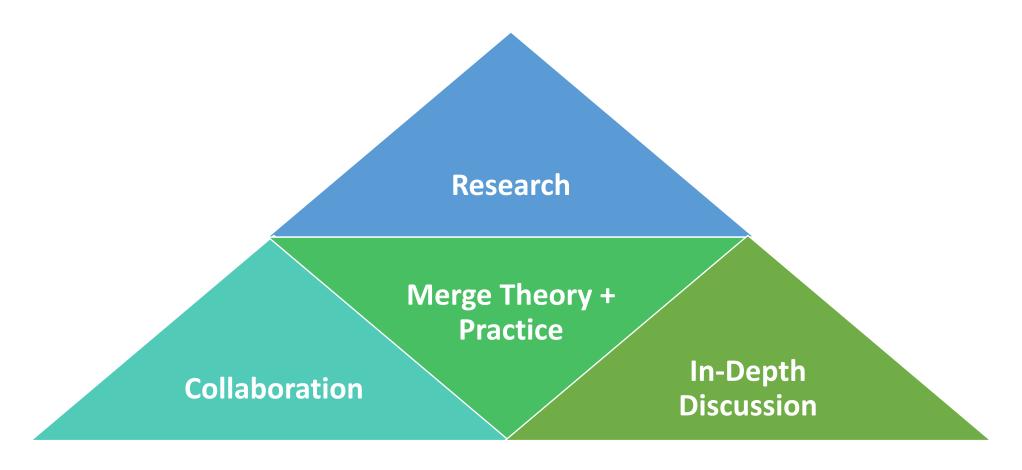
HERO ELEMENTARY

- PBS Kids
- Grades K-2
- Ready to Learn
- Science + Literacy
- Digital: website, games, apps
- Community-based learning
 - In-person and/or distance
- Research and evaluation



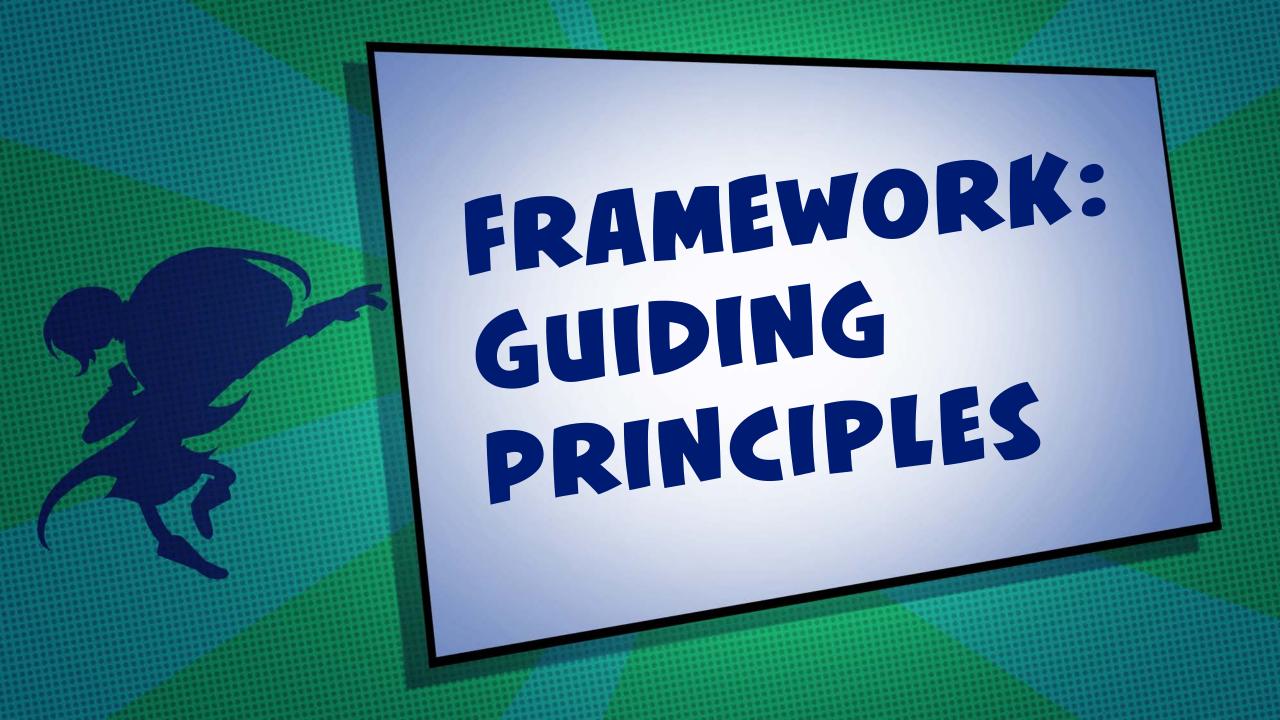
FRAMEWORK DEVELOPMENT PROCESS



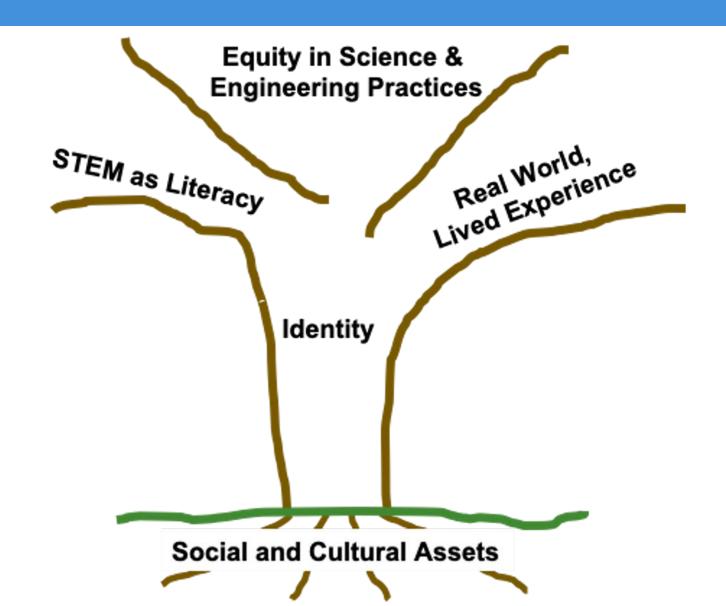


















- 1. Addressing the Intersectionality of Racial, Cultural, Class, Gender and STEM Identities for Young Learners and Dispelling Negative Stereotypes
 - Emphasize community and sense of belonging and that they are a viable part of a STEM community.
 - Where can we find the balance? How can we connect what they do in STEM with who they are?
 - STEM isn't just for the "special" ones.
 - Develop each characters' qualities to make sense for who they are – what are their interests, hobbies, quirks, etc.?







2. Grounding "Real World" STEM Experiences in the Lived Realities of Diverse Learners

- Feature realistic environments that feel familiar to Latinx children, Black children, and children from low-income families.
- Superpowers of *Hero Elementary* children grounded in their realities as Black children and Latinx children.
- Our stories start when Hero Elementary children get to school; how to bring in their own lived realities?







3. Recognizing and Integrating Social and Cultural Assets in STEM Learning Experiences

- Focus on STEM powers to support community and social justice outcomes.
- Creating something out of "nothing" resourcefulness, initiative.
- Navigating culture when you don't speak the language.
- Strengths of being female in a male-dominated world.
- Superheroes are not special, they're just representative.



 Difference between supers, non-supers; what does it mean to be a hero in a power and non-power world?





4. Integrating Equity Within Science and Engineering Practices.

- Utilize the Superpowers of Science prominently in TV episodes, games, and activities.
- Feature culturally relevant approaches in hands-on activities.
- Collaborate with communities and families to recognize and reinforce their cultural ways of knowing in our content.
- How do the Superpowers of Science play out in our audience's everyday lives?





SUPERPOWERS OF SCIENCE



INVESTIGATE!



COLLECT INFORMATION!

LOOK FOR PATTERNS!

NAME THE PROBLEM!

EXPLAIN!

ASK QUESTIONS!

COMPARE!





SHARE WHAT YOU KNOW!

FIGURE OUT A SOLUTION!

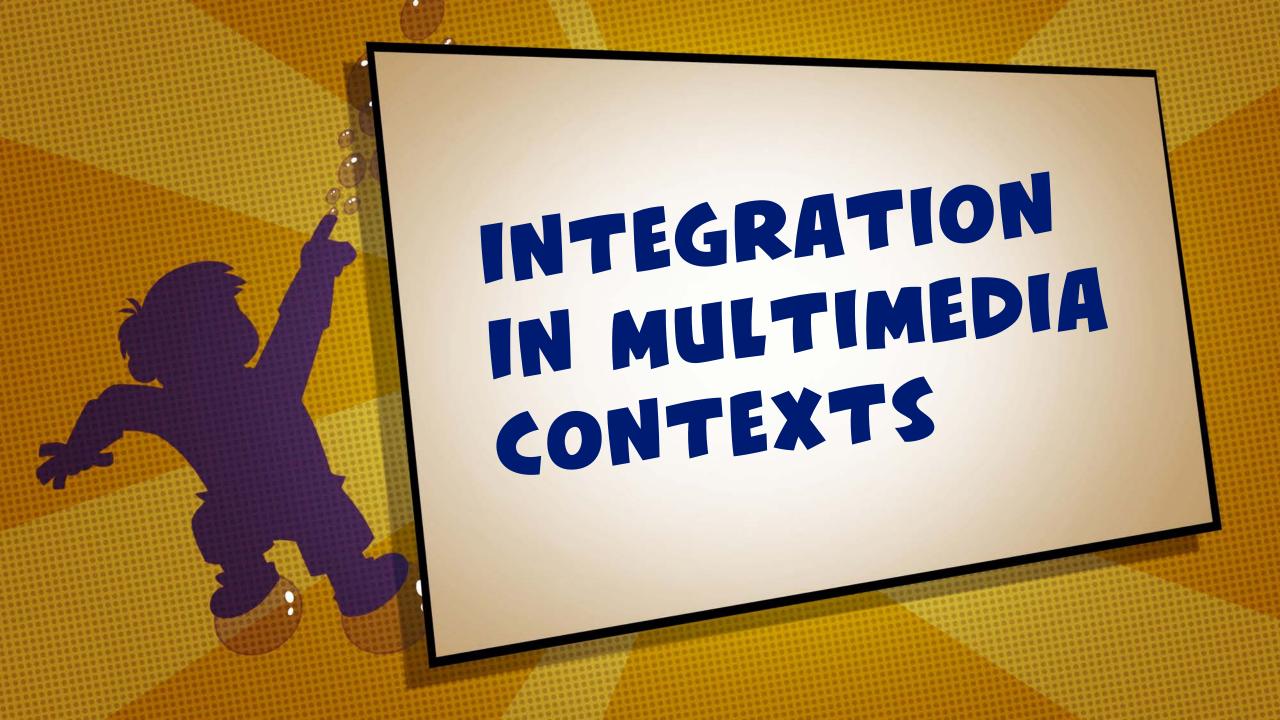


5. Understanding STEM as literacy.

- STEM as a context for language learning, literacy, and school readiness.
- The Superpowers of Science all involve different kinds of communication.
- Science as a way to "read the world."

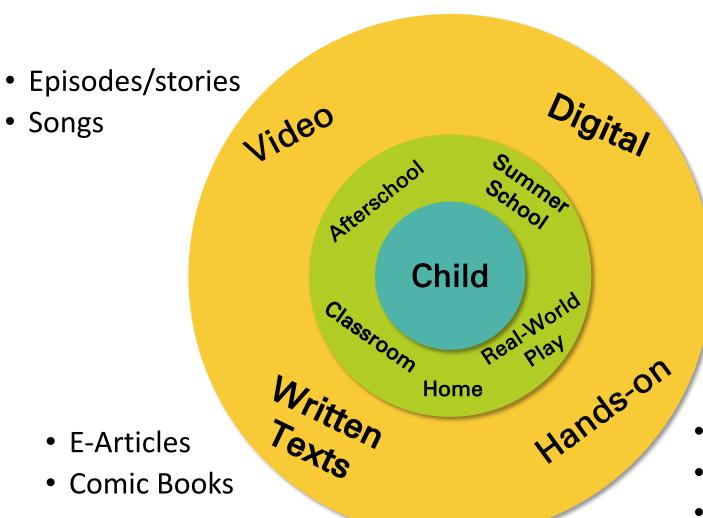






ECOSYSTEM OF LEARNING: MULTIMEDIA MODALITIES





- Website
- Digital Games
- Family Science App
- Science Power Notebook

- Investigations
- Analog Games
- Discourse





ADDRESSING NEEDS OF CONTENT DEVELOPERS



- Script writers
- Song writers
- Show producers
- Digital game developers
- UX designers
- Artists
- Animators
- Analog game developers
- Curriculum developers
- ... And many more!







STARTING THE CONVERSATION



- It's not always comfortable
- Want to "do right" but afraid to say the "wrong thing"
- We are ALL LEARNING, it's a JOURNEY
- It takes COURAGE!
- And continuous effort
- The Framework gets the conversation started





3-PART WEBINAR



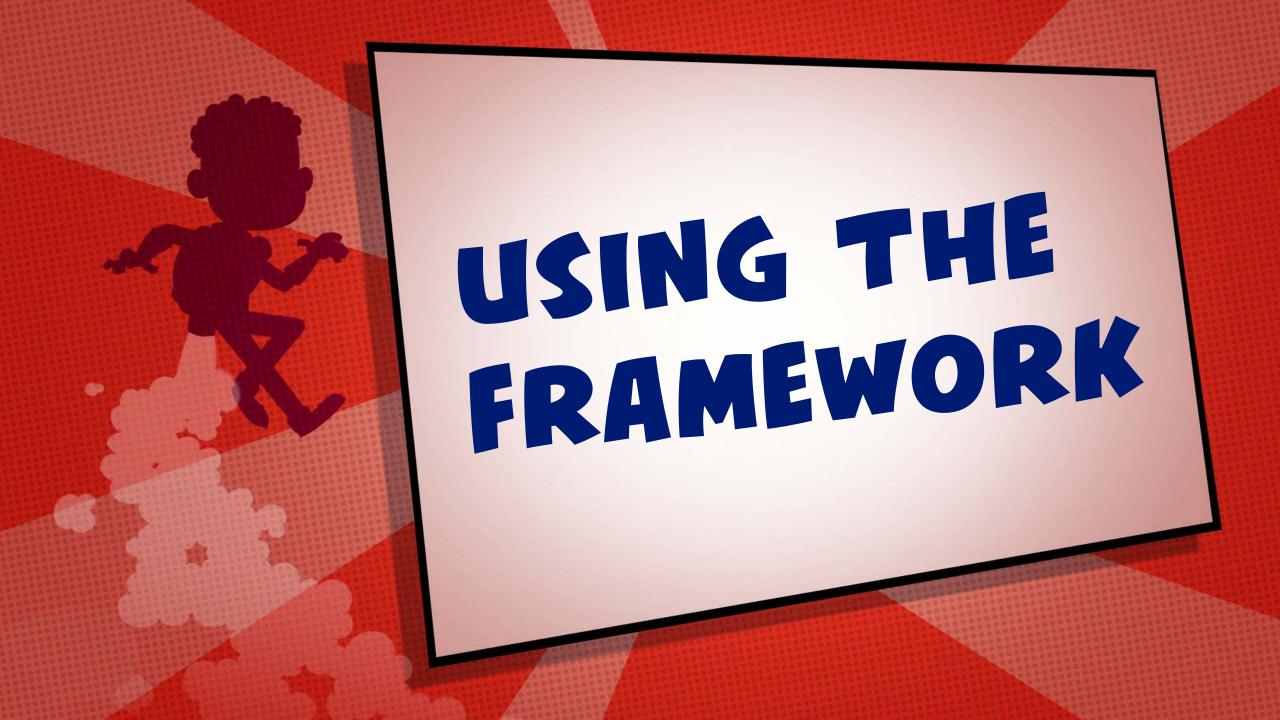
Overview of Framework and Guiding Principles

Applying the Guiding Principles for Script Writing

Frequently Asked Questions







EXAMPLE: LIVED REALITIES









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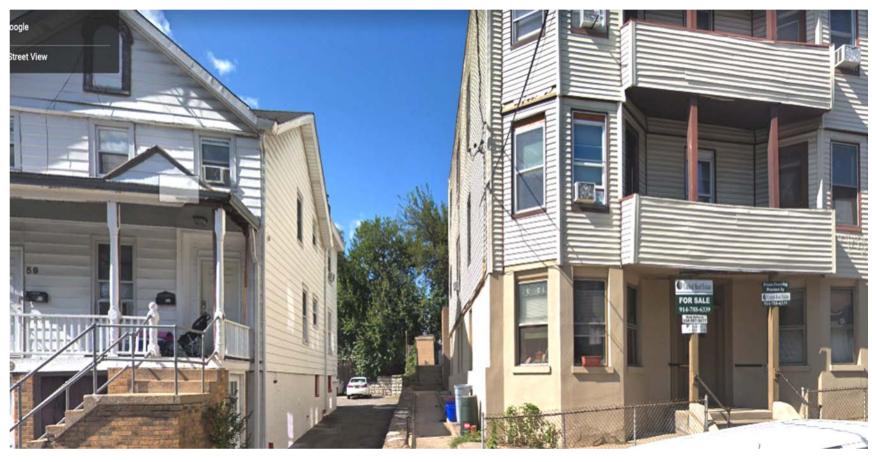
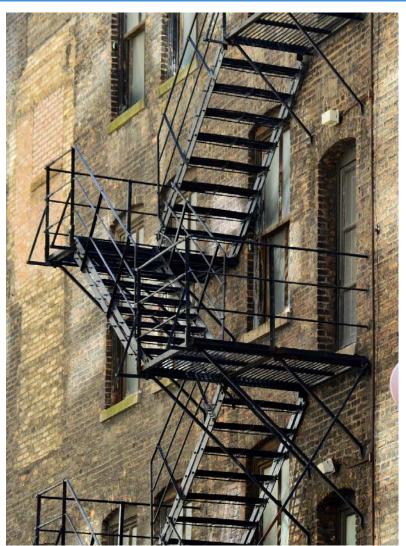


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EXAMPLE: LIVED REALITIES









EXAMPLE: SOCIAL & CULTURAL ASSETS





DR. INVENTORMAN

AJ GADGETS





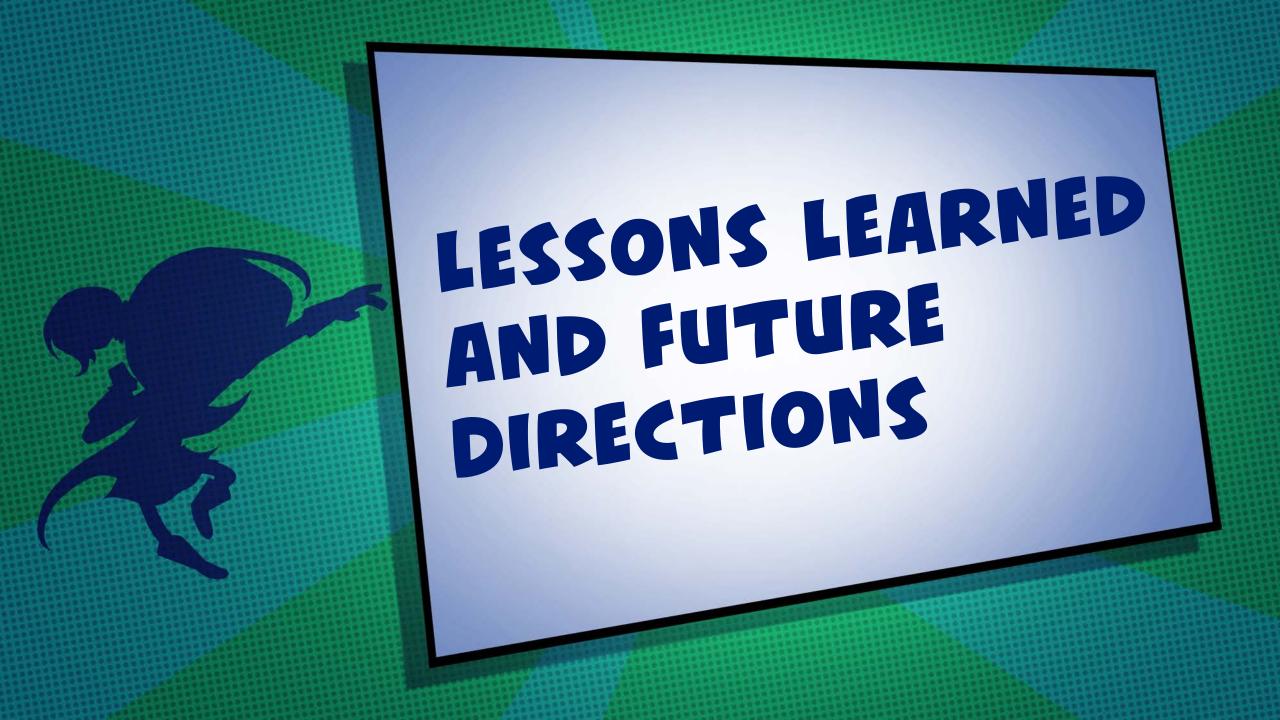
EXAMPLE: SOCIAL AND CULTURAL ASSETS











RESPONSES



- Positive input from educators, children, and parents!
 - Children: The characters seem "just like me"
 - Children: Love the teamwork and helpfulness
 - Educators: So refreshing to see everyday, smart Black and Brown kids
 - Educators: Children are eager to engage with *Hero Elementary*, use the Superpowers of Sciences
 - Parents: Enjoy seeing families and community members









We were walking the road while building the road.

Needed the Framework at the start.



Introduce the Framework at the outset.

 Engage all developers and team members in training and discussion.









Challenges recruiting and retaining BIPOC developers.



Expand the reach.

- Improve recruiting & support of BIPOC developers.
 - Writers
 - Digital developers
 - Hands-on investigation developers







LESSON

Value of sharing the Framework broadly.



Continue sharing our work with the field.

- Share our methodology
- Encourage others to adopt and adapt
- What else are others doing?









Listen to your consultants!



Expand consultants' involvement.

 Continue and expand work with educational equity experts and cultural consultants.









Importance of discussion and staying open.



Continue and expand work with audience community members.







Never stop learning and improving!









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