stelar
STEM Learning and Research Center

Data Brief

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The Innovative Technology Experiences for Students and Teachers (ITEST) program was established by the National Science Foundation (NSF) to help ensure the breadth and depth of the Science, Technology, Engineering, and Mathematics (STEM) workforce, in direct response to concerns and projections about the growing demand for and current shortages of STEM professionals in the U.S.

The STEM Learning and Research (STELAR) Center at Education Development Center, Inc., in partnership with the Goodman Research Group, Inc., assists ITEST principal investigators (PIs) and evaluators to design, refine, and evaluate their ITEST projects and to effectively synthesize and disseminate project findings.

These periodic Data Briefs explore results reported by ITEST project leaders in the Management Information System (MIS), which collects information each year from all active ITEST projects about what the projects do, whom they serve, and their successes and challenges.

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NSF EDC Learning transforms lives.

ITEST in Action

The NSF ITEST program has three goals:

- Increase student awareness of STEM and ICT careers
- Motivate students to pursue the education necessary to participate in STEM and ICT careers technology-rich experiences
- Provide students with technology-rich experiences that develop their knowledge of related content and skills (including critical thinking skills) needed for entering the STEM workforce

This databrief provides descriptions of how current ITEST projects implement their projects in order to meet these goals.

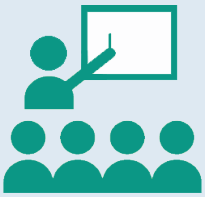
Among **68** active projects that reported on their youth goals during the Fall 2015 Management Information System (MIS) survey, **3/4** of projects addressed all three goals, **8** addressed two of the goals and **5** addressed one of the goals.

Who participates in ITEST projects?

ITEST projects can be designed in many different ways in order to meet the program goals. Almost all projects work directly with **youth**, and most include **educators** as well.

Youth 95%

Educators 77%



In terms of **other significant adults**, projects include:

STEM Professionals 35%

Parents & Caregivers 25%

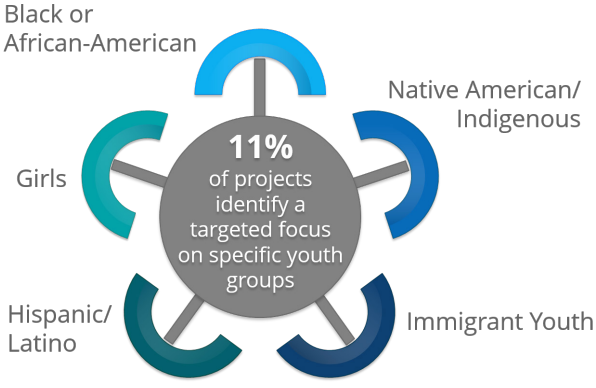
Guidance Counselors 4%

All ITEST projects target youth who are underrepresented in STEM:

55% include students eligible for free or reduced lunch

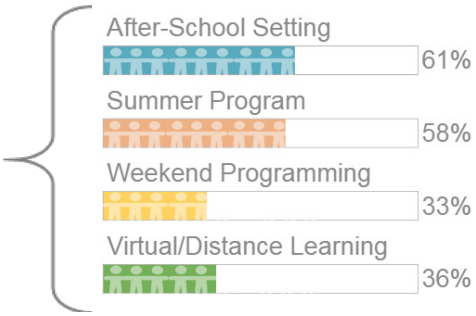
20% include English Language learners

14% include students with disabilities



How do STEM Professionals Participate in ITEST?

Of the **35%** of projects that use STEM Professionals, the majority engage with youth in out-of-school settings.



In what kinds of activities do participants engage?

ITEST projects had multiple activities (**8** on average) based on the program's goals for youth.

46% of projects include these **5** most common activities in their work:

To these, **35%** of projects also add classroom work, and **30%** add both classroom work and mentoring.

What contributes to an ITEST project's success?

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