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.

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.

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
- Black or African-American: 11% of projects identify a targeted focus on specific youth groups
- Native American/Indigenous
- Girls
- Hispanic/Latino
- Immigrant Youth

For more information, questions, or comments: http://stelar.edc.org/stelar@edc.org
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:

- Curriculum Development
- Problem-based Learning
- STEM Professionals
- Hands-on Activities
- Career Skills Development

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?

- STRONG TEAM & COLLABORATION
  "We have a very dedicated team that pulls together all the aspects of the project from the training to the implementation."

- MOTIVATED PARTICIPANTS
  "Enthusiasm of students and teachers, in large part because of our follow-up activities to the summer workshop training (bi-weekly conference calls, quick response help line staffed by students), and the fall and spring conferences."

- STRONG PARTNERSHIPS
  "Dedicated project team, enthusiastic school and industry partners, and a program implementation model that scales flexibly and is sustainable."