**Project eSPAC3: A Culturally Affirming Approach to Spatial Computational Thinking Skills and Career Awareness**

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Project type:​ Innovative Technology Experiences for Students and Teachers (ITEST), Developing and Testing Innovations (DTI)

Project URL: eSPAC3.org

Project Overview: Project eSPAC3 aims to develop upper-elementary students’ spatial computational thinking skills and awareness of computationally-intensive careers by designing an immersive Latinx culturally affirming enactive learning experience in Minecraft Education Edition which emphasizes family engagement, near-peer mentorship, peer collaboration and expert modeling.

**Lessons Learned & Insights Gained**

*We are in the beginning stages of the project and very much enjoying getting it started. We have learned that there is much excitement for the project within our target population.*

We are in the beginning stages of this project, creating the virtual environment and polishing the assessments.

**Equity**

*The focus of this project is on advancing educational equity through the innovative use of technology--the creation, implementation and evaluation of a Latinx culturally affirming virtual environment, partnerships to foster computational competency and strategies to advance computationally-rich career awareness for upper elementary students in a school district with a high population of students from communities that have been historically excluded from STEM careers.*

**New Challenges & Next Steps**

*We have had some project personnel and support team adjustments due to work transitions. We have worked to create a strong team, and we are all passionate for this work and excited for the next steps.*