

WHAT IS GIRLS WHO CODE?



Girls Who Code (GWC) is a National organization which aims to support and increase the number of women in computer science. We focus our work not only on gender diversity but also on young women who are historically underrepresented in computer science fields.



CONTACT INFORMATION

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AVHS Girls Who Code
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girls who
CODE

**CHANGE
THE
WORLD,
ONE APP
AT A TIME.**

March 7th, 2020

GIRLS WHO CODE SUMMIT 2020

On March 7th, 2020, the Girls Who Code chapter at Amador Valley High School in Pleasanton will hold a one-day Summit that teams elementary and middle school coders, high school student mentors, and female industry professionals in developing Android apps. The Summit aims to introduce young coders to the fundamentals of coding, problem solving, design, development of software - while inspiring our future - in an inclusive environment.



The event will take place on March 7th, 2020, in alignment with International Women's Day.

HOW CAN I HELP?

A donation of \$100 will sponsor a young coder for this incredible opportunity. Help us reach our fundraising goal! Donations will be used to send young coders home with their own Android tablets, as well as fund the inspirational guest speakers, facility use and tech support to make the event successful. Help these students see that a career in computer science is an investment.

MAKE A DIFFERENCE

Sponsor a young coder today! Tax deductible donations can be made to Pleasanton Partners in Education (PPIE).
<https://ppie.org/>

Click on Donate to Girls Who Code Summit on the home page!

FURTHER DETAILS ON THE SUMMIT

Groups will be formed of elementary school students (Grades 3-5) or middle school students (Grades 6-8). Teams will consist of 2-3 coders, a high school GWC mentor and 1 female professional programmer.

Part 1

Coders will learn how to use MIT App Inventor, a platform to create Android applications using a web browser. High school students and industry mentors will show the younger students how to use MIT App Inventor on their tablets.

Part 2

Coders will form teams & identify a social issue that they are passionate about and want to address through their App. Ideas can have a wide scope. Example: Increase animal adoption rates by creating a platform for users to contact local animal shelters.

Part 3

Teams will build, test and debug their Apps. Industry mentors will incorporate coding principles and guidelines that are practiced in the professional world to teach students how to take a vision and create a working product.

Part 4

Teams will present their Apps to students, community leaders and stakeholders to showcase design, functionality and, most importantly, a passion to change the world - One App at a Time.