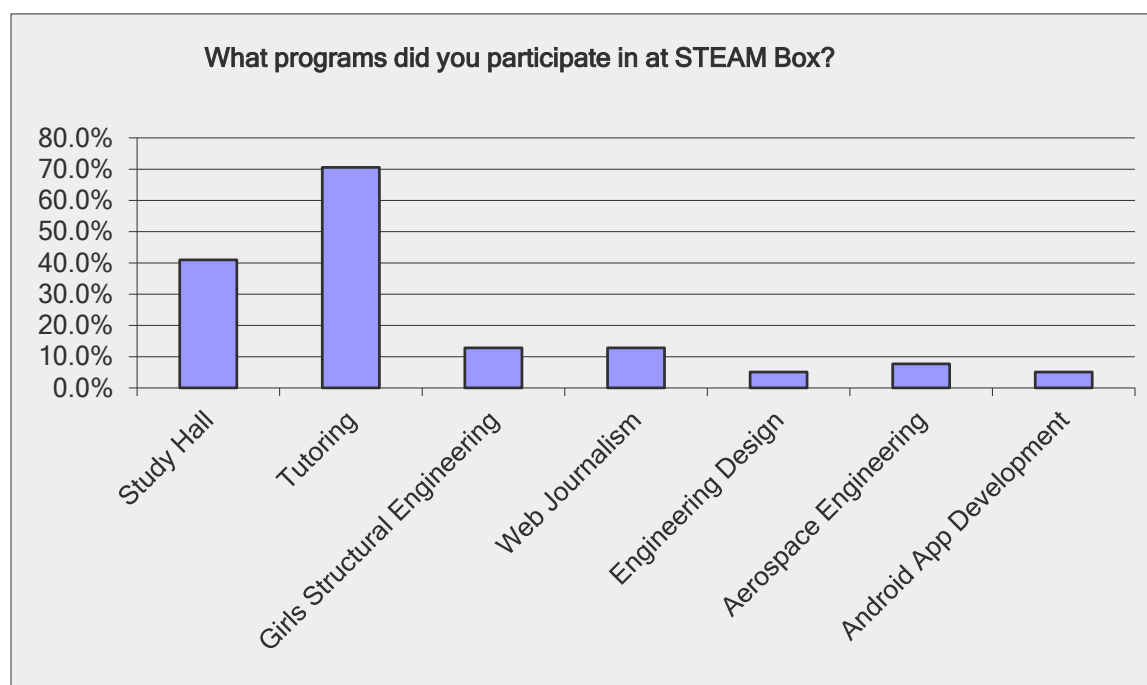


STEAM Box End of the Year 2013

STEAM Box is a High School community resource center in Providence. We offer these youth experiential learning opportunities in STEAM (Science, Technology, Engineering, Arts, & Math). In addition to Academic Enrichment, we offer Career Exploration, and Social and Personal Development opportunities. Another one of our goals this year has been to engage more female youth in the sciences.

In 2012-2013 9 volunteers tutored in STEAM Box Study Hall for over 300 hours with our youth. Between the tutoring, study hall, and many programs, we served almost 300 students this year.

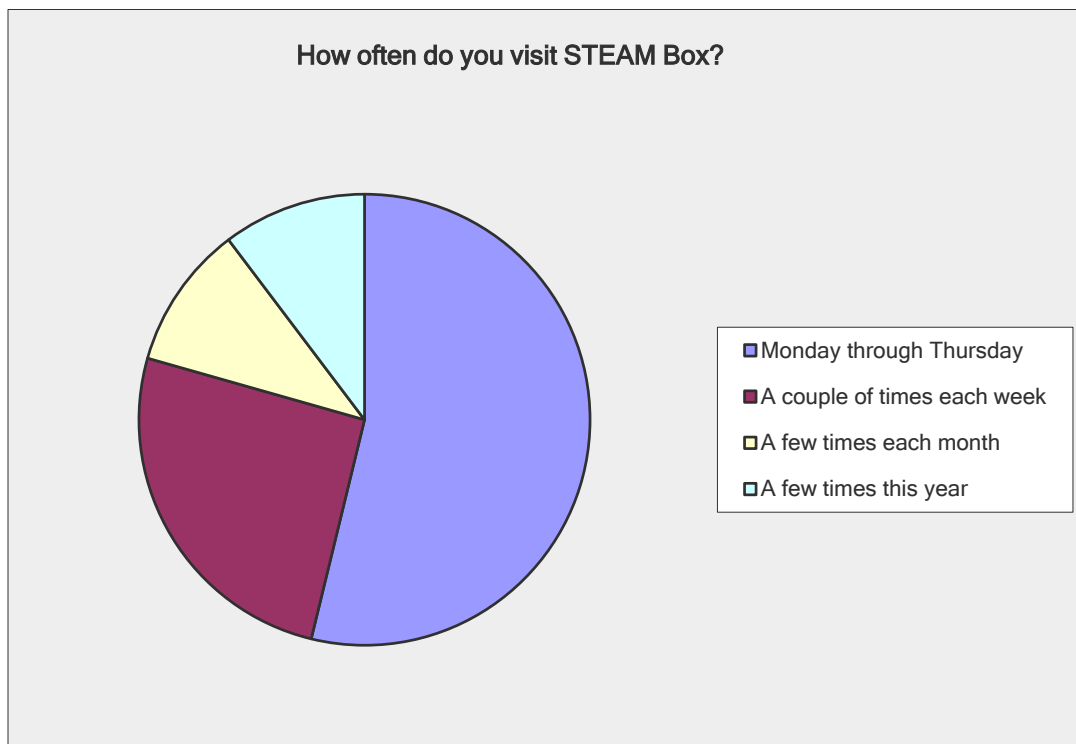


*Our ELL Students did not participate in this survey.

This year's programs included:

- All Girls Engineering- They met on Fridays this Spring, and constructed a Geodesic Dome. They also worked on Roller Coaster physics models.
- Aerospace Engineering- One of our youth led a group of mixed school, gender and grade students as they performed a great deal of calculations, programmed an arduino unit, and partnered with the FAA, US Air Force, and local Universities to successfully launch a balloon to the verge of space and recover it. This group met on Thursdays through the Winter and Spring.
- English Learners- This group met on Wednesdays and Thursdays for a Fall session, and a Spring session. They learned English using Rosetta Stone, and a series of kinesthetic activities.

- Engineering Design- This group met on Tuesdays during a Fall session, and a Winter session. They made projects using the kit from the Eastbay Collaborative. Many of these projects like the Pizza Board Circuit box were Electrical Engineering focused.
- Web Journalism- This program met on Mondays and Wednesdays year-round. It served as a hub for many of our programs and activities, as the youth collected pictures, videos, and stories from the Inspiring Minds Collective.
- Android Application Development- This program met on Thursdays this Spring. Led by another member of our amazing students, they created an Android Application for our Web Journalism site, and then they made a game application.

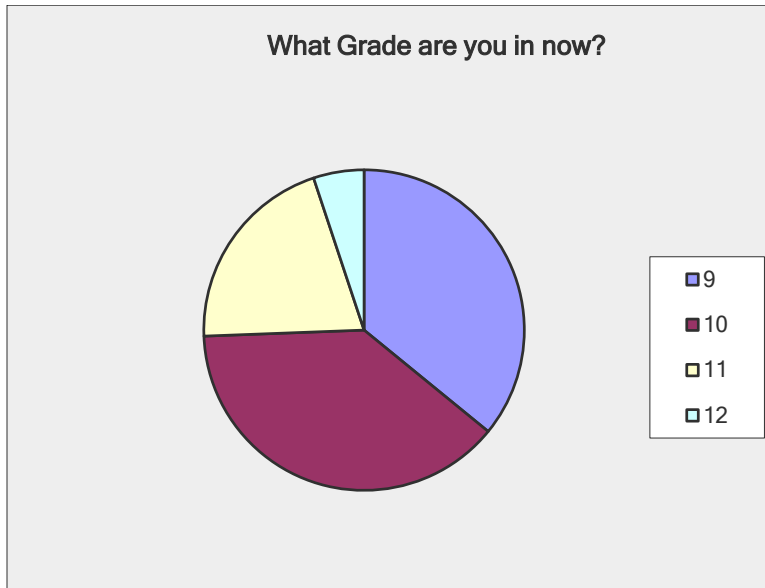


Our student council continued its collaboration with other community organizations while leading STEAM Box and design. We also had a number of people run workshops and events in STEAM Box. The Zeta Phi Beta's ran two financial literacy events. Chef Shawn fed us tacos while we learned chemistry. The D.O.T. gave us a presentation on structural Engineering.

Other partners gave us demonstrations like when we visited the Brown University labs, and tested equipment at URI. Our STEAM Box Alumni held a college year on preparedness event in the Winter, and we renewed our partnership with the Providence Rotary for Job Shadow Day.

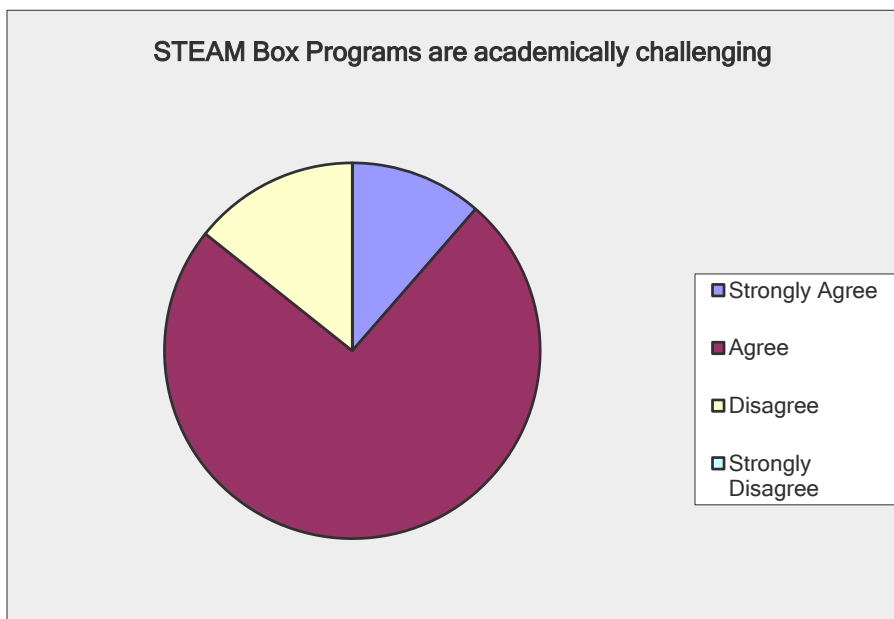
The Roger Williams Multi-Cultural Law Students held an event for our students who are aspiring to be attorneys. NBC and Telemundo offered our Web Journalism group tours of their studios. Big time

clothing Designer, Marc Ecko even got in on the act, donating items from his new line for our Aerospace Engineers.

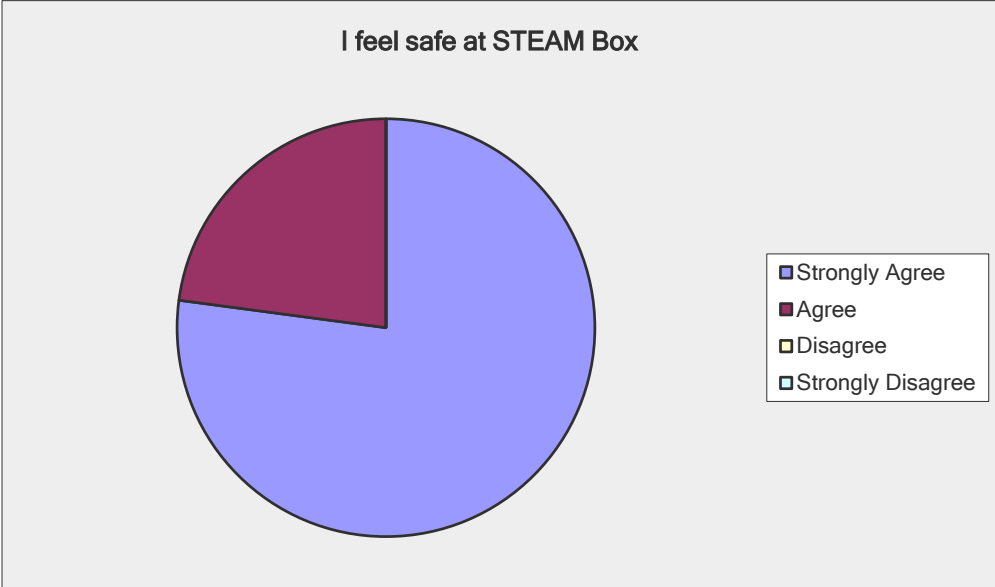
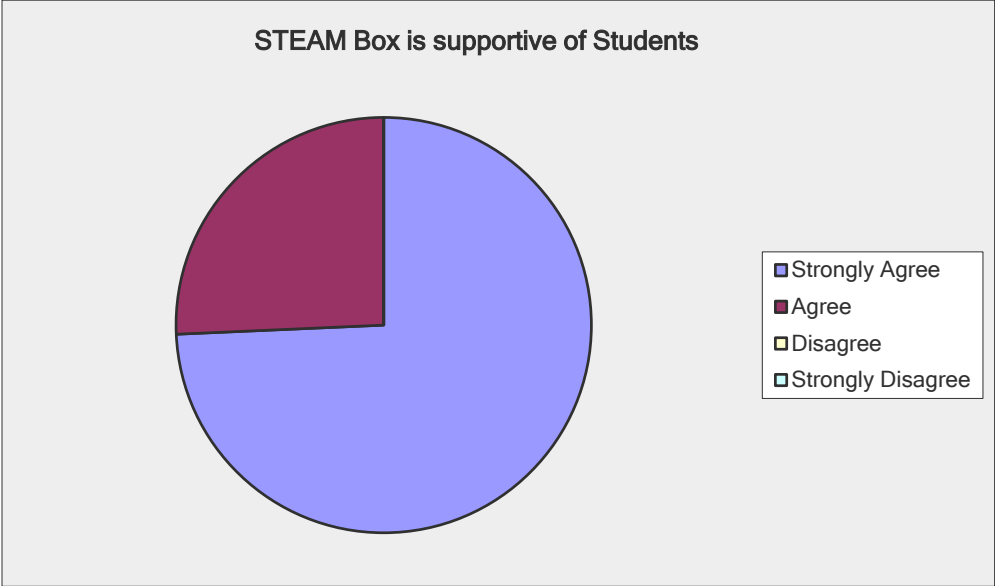


After our strong graduate class of 2011, STEAM Box focused on the incoming class for retention and sustainability. That's why we have such an outstanding 10th grade class and freshmen group this year.

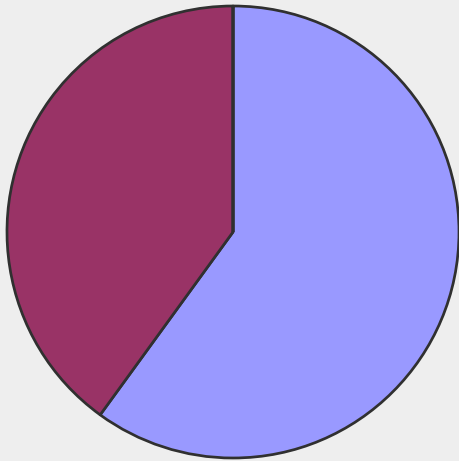
In a survey of more than 150 STEAM Box students, 85% agree that STEAM Box programs are academically challenging. 98% find the programs enjoyable.



100% of STEAM BOX students agree that STEAM Box is supportive of the youth, STEAM Box staff is helpful, and the STEAM BOX takes every opportunity to recognize student achievement. Most importantly, they all feel safe at STEAM Box, and help is available in STEAM Box to improve academics. 98% feel like there is racial harmony at STEAM Box.



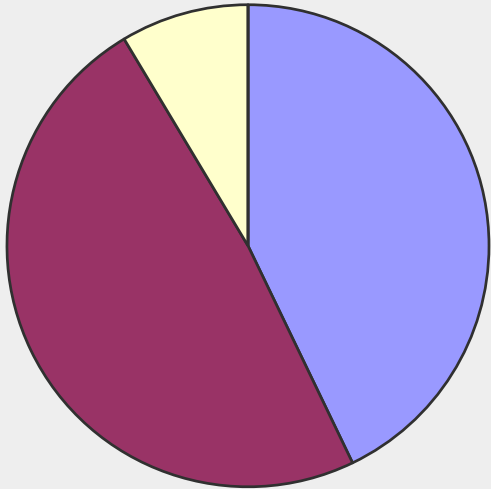
Help is available at STEAM Box to improve my study habits and academic skills



- Strongly Agree
- Agree
- Disagree
- Strongly Disagree

92% believe that STEAM Box has helped them with career goals.

STEAM Box has helped me determine some career goals



- Strongly Agree
- Agree
- Disagree
- Strongly Disagree

90% are more likely to attend school because of STEAM Box. 92% report better grades because of STEAM Box.

