STEM Challenge Inspires Young Game Makers

As the final National STEM Video Game Challenge cycle concludes, join us in celebrating seven years of major accomplishments—including bolstering STEM development for nearly 20,000 middle and high school students across the United States. You can also find many of the 2017 award recipients featured in the press, including a recent interview with 14-year-old Sam Raymond and a profile on teammates Ruth Elahi, Hannah Tamagni and Lia Whitesell of Veterans Memorial Intermediate School.

Equity & Inclusivity at IDC: A Workshop at the Interaction Design & Children Conference

Researcher Kiley Sobel shares key takeaways from a recent workshop bringing together researchers and designers with a focus on promoting equity and inclusivity when working with marginalized children and families.

Plus, don’t miss USC doctoral student (and former Cooney Center Research Manager) Briana Ellerbe’s perspective on the equity and inclusion session as both a participant and presenter.
Transcript Available: One Globe Kids on the App Fairy Podcast

For One Globe Kids creator Anne Glick, every child’s story is worth telling. Learn how she’s promoting acceptance through empathy-driven app experiences.

Survey: Family Engagement Programs Integrating Tech in Early Learning

New America and the Cooney Center are conducting a survey of family engagement and early learning programs that are harnessing new technologies. If your organization uses digital tools to promote children’s language development and early literacy skills with families, please take a brief survey here for a chance to win an Amazon gift card.

Upcoming Events

- **NCFL Families Learning Conference | October 9–11**
  Gather with family literacy professionals, educators, researchers, advocates, coalition members, and policy makers from across the United States for the latest resources in education, networking opportunities, and more.

- **Webinar: Tech in Early Childhood: Strategies for the Digital Age | November 2**
  RSVP now for this NAEYC webinar featuring Chip Donohue, Roberta Schomburg, and Sabrina Burroughs in a discussion of the latest findings on the use of technology and interactive media in early childhood programs.

What We’re Reading

- **Tablet Totalitarianism: How an Obsession with 'Screen Time' Misses the Point**
- **Kids & Families: The Not-So-Little Audience for Apps and Games on Google Play**
- **'Schoolifying' Minecraft Without Ruining It**
- **How Libraries Can Turn Stories into Maker Projects**

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