



Team Name: Youth Arts Program
Host Organization: Society for Contemporary Crafts (SCC)
Team's Project/Purpose: The SCC learning group worked to engage 17 Big Brothers Big Sisters participants in arts and entrepreneurship. Students attended a 3-hour craft arts session with their Big Brothers or Sisters during which they created metal or fiber jewelry and were given instruction in various tools and arts principles. Participants were exposed to instructors who are making a career in the craft of arts. The students' art work was featured in the SCC Gala and the Big Brothers Big Sisters fashion show. The learning group also produced a strategic action plan to provide ideas for growing the youth program and marketing for future promotion.



Team Name: Clay Cases
Host Organization: The Union Project
Team's Project/Purpose: This learning group worked to develop a strategy for a sustainable Clay Case program to be offered at no fee or reduced fees to community youth. A Clay Case is literally a mobile studio contain everything one needs to create unique, personally inspired ceramic art. Clay Case programming will encourage youth to develop creative skills and have fun doing it and this group looked to corporate team building events to defray costs to the community.



Team Name: Marketing for Makers
Host Organization: BotsIQ
Team's Project/Purpose: The BotsIQ learning group worked to develop a marketing plan that helps to sell BotsIQ to manufacturers including an elevator speech and refined pitch to prospective sponsors; development of new surveys for data collection so that positive outcomes can be quantified and shared with prospective sponsors; worked with Pittsburgh Technical Institute to secure an intern for BotsIQ; and, secured FedEx Ground as a new industry sponsor pairing students with employees.



Team Name: sTeAming to Success
Host Organization: The Andy Warhol Museum
Team's Project/Purpose: The Warhol learning group held their "sTeAming to Success" event in April at PNC Park to expose students to job opportunities that integrate the arts and STEM fields, helping to prepare students for successful entry into creative jobs and careers. Approximately 20 students from CAPA and SciTech attended and experienced several career opportunity presentations including Catalyst Connection and the rebirth of manufacturing in southwestern PA; Robert Morris University, 3D printing and the impact on manufacturing and other industries; a Pittsburgh Pirates graphic designer providing samples of her work and a WESA reporter and WYEP production designer giving information about broadcasting careers. The event supported the Warhol's outreach efforts complementing other existing efforts increasing awareness among teens.

Team Name: Catapulting Creativity and Technology: A Design Challenge for High School Students
Host Organization: Robert Morris University
Team's Project/Purpose: The Robert Morris University learning group coordinated a 3D printing design challenge to introduce high school students to new technologies and to RMU. Working with the Allegheny Intermediate Unit, the group invited high school students throughout Allegheny County to submit unique designs using 3D software. The students were then invited to RMU for a 1/2 day workshop to see 3D printing technologies in action. The winning teams are to be offered scholarships to a RMU academic summer camp and have their designs 3D printed. The RMU learning group project exposed a significant number of high school students to possible educational/career paths and helped to develop a pipeline between RMU and two local high schools.

Team Name: Streaming Reel Time to Kids
Host Organization: Pittsburgh Filmmakers
Team's Project/Purpose: The Pittsburgh Filmmakers learning group proposed a virtual class delivered online via skype to students to address transportation issues faced by both students/teachers in reaching the Filmmakers Youth Media program exposing children to filmmaking, video production, animation, etc. The group partnered with SHIM-Prospect Park facility to deliver, successfully, a stop-motion animation class to youth via skype while also providing a marketing flyer template, a virtual animation guide and a brochure to promote Filmmakers Youth Media programming.



Team Name: CMOA Learning Group
Host Organization: Carnegie Museum of Art (CMOA)
Team's Project/Purpose: The Carnegie Museum of Art has a long history of successful community interaction. They have worked hard to engage across Pittsburgh's neighborhoods. The CMOA learning group looked to assist the museum with converting their already successful youth program - The Art Connection (TAC) - into an also healthy, thriving late teen program. The group proposed to identify, through survey process, potential youth TAC alumni to serve as a teen council using their ideas and energy to bridge the gap between their peers and CMOA. The learning group will provide a teen council charter, a set of project templates, and a plan for engaging both TAC alum and other youth as an inaugural youth council.

Team Name: Manufacturing Positive Perceptions
Host Organization: Catalyst Connection
Team's Project/Purpose: Catalyst Connection wished to identify compelling communication messages for parents in order to identify careers in manufacturing as lucrative, as well as educate parents about the benefits of technical careers of the future. This learning group spent time with Catalyst to understand the perception problem, they toured local manufacturers, and they interviewed teachers and surveyed parents in order to identify effective vehicles to deliver positive messaging.