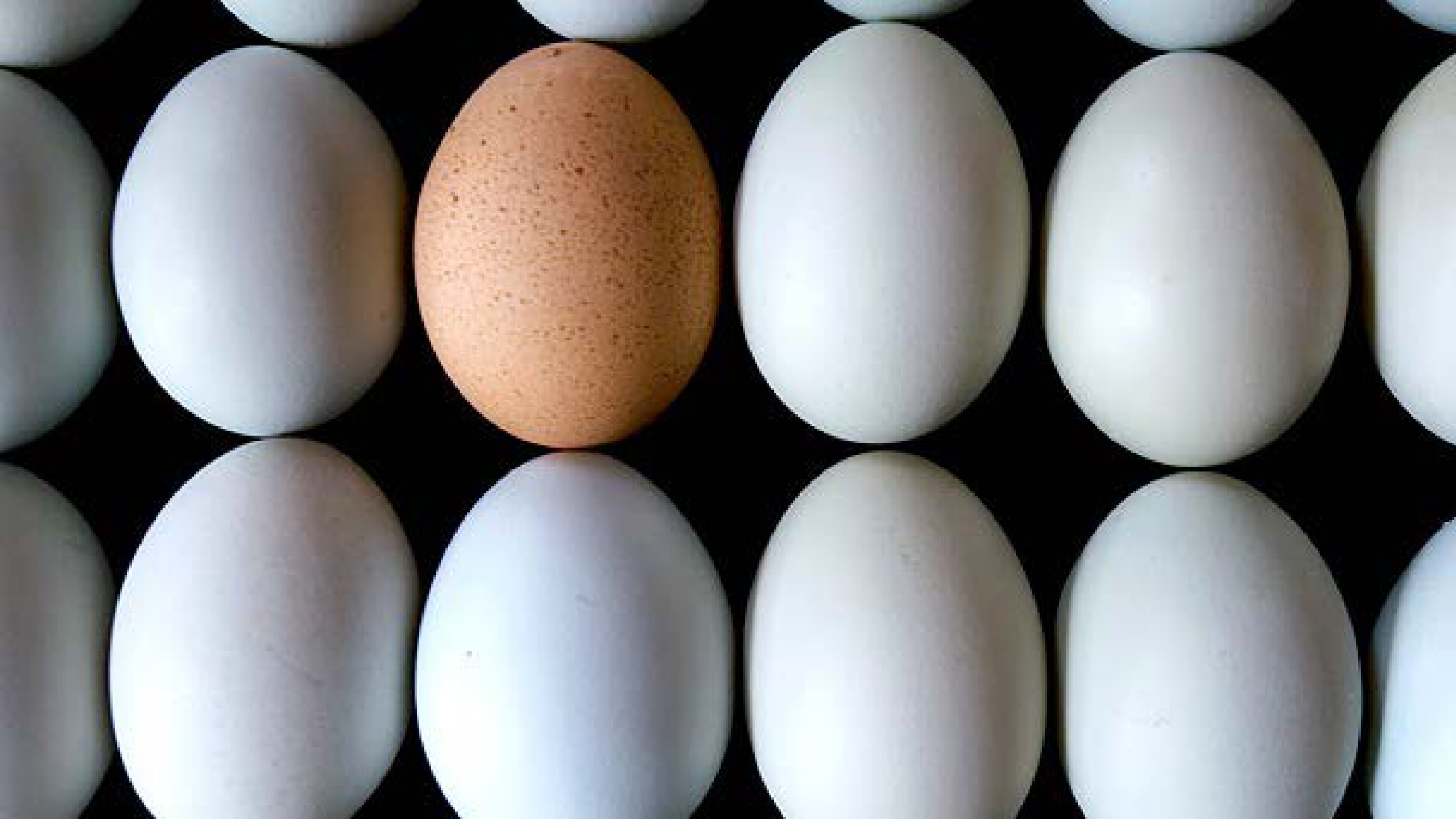


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Have you ever been part of a **minority**?

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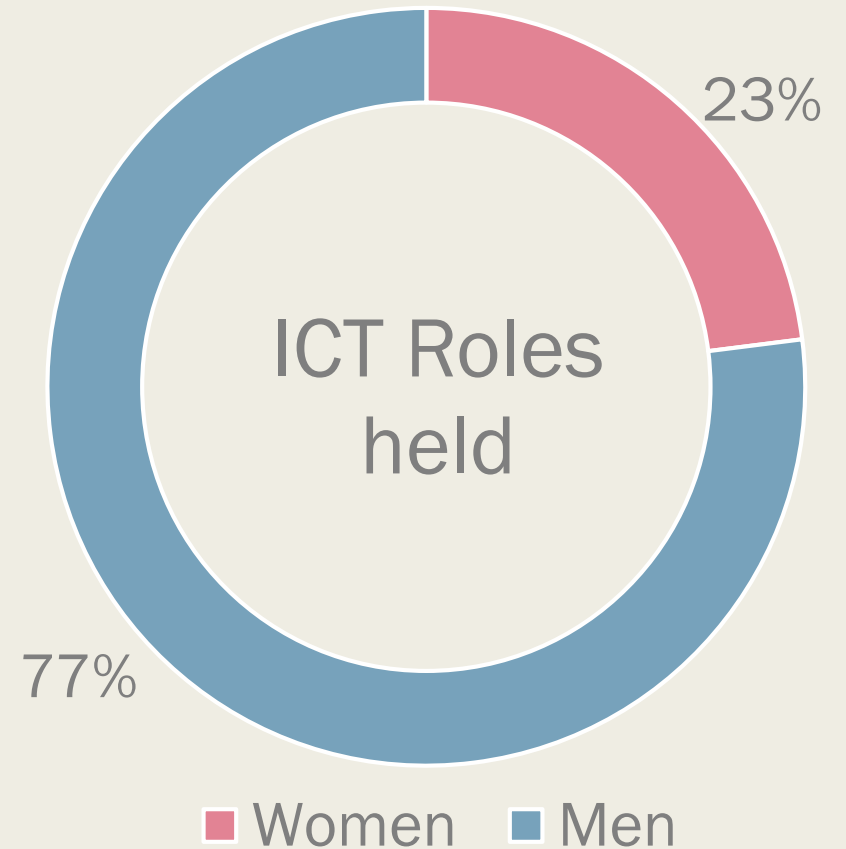


## 2017 Statistics

Tech: the **fastest-growing** and **third largest** sector in NZ

28,000 companies, 100,000 employees

Only **3%** of 15-year old schoolgirls consider a **career in tech**





***“I believe  
women think  
differently.”***

**- Anita Borg**





# Our Goals:

- Promote computer science and technology as a career choice for high school girl.
- Provide a networking platform for those already studying or working in the industry.



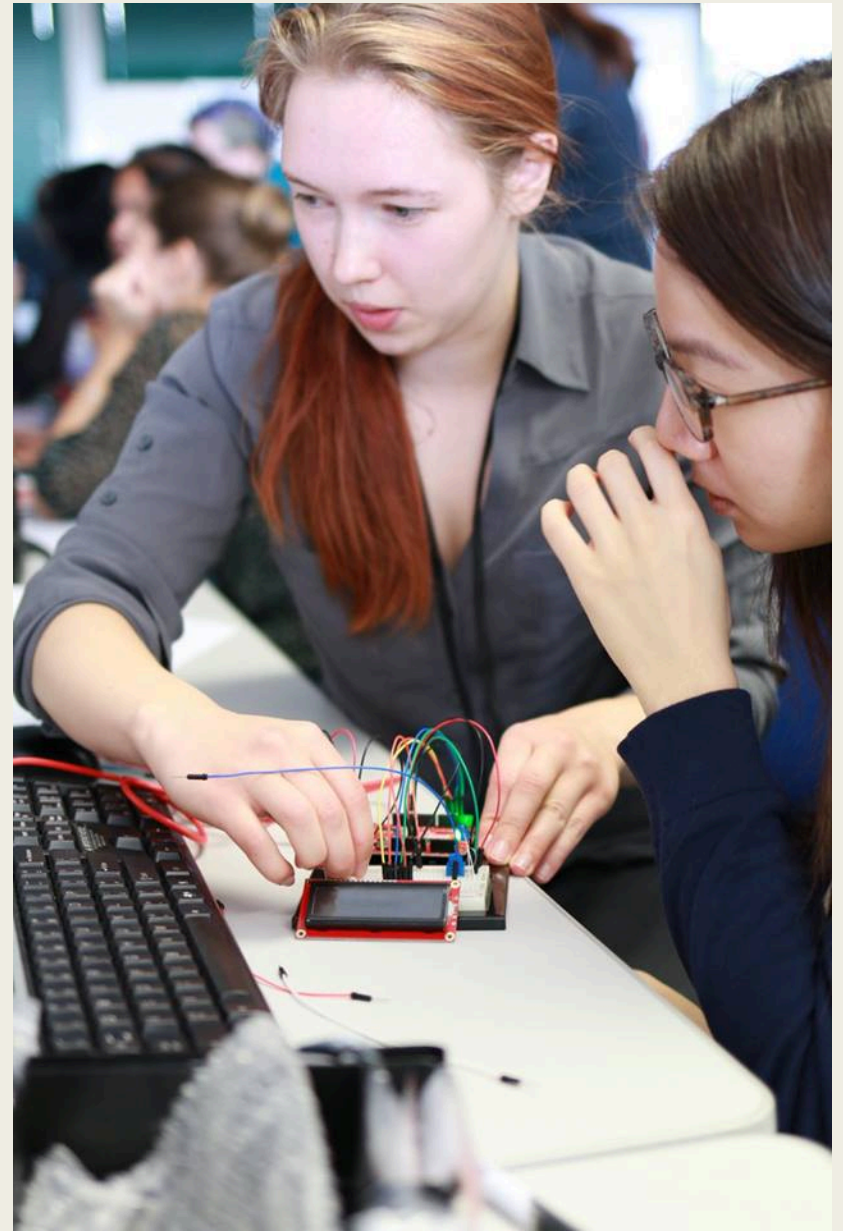
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**“Tell me and I forget,  
teach me and I may remember,  
involve me and I learn.”**

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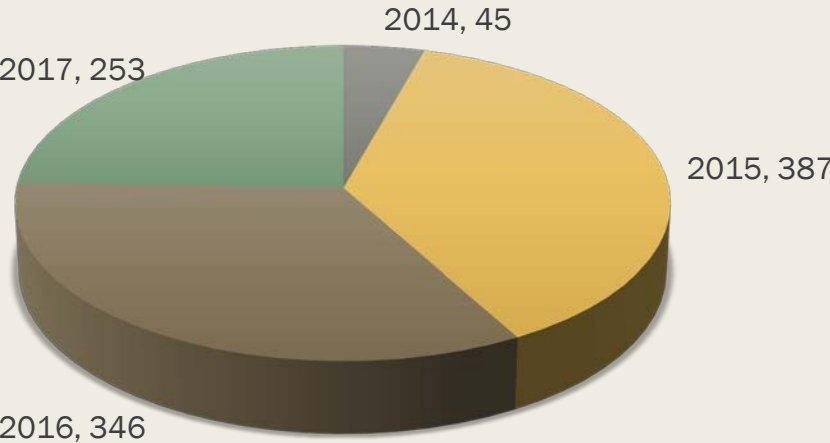
*- Benjamin Franklin*





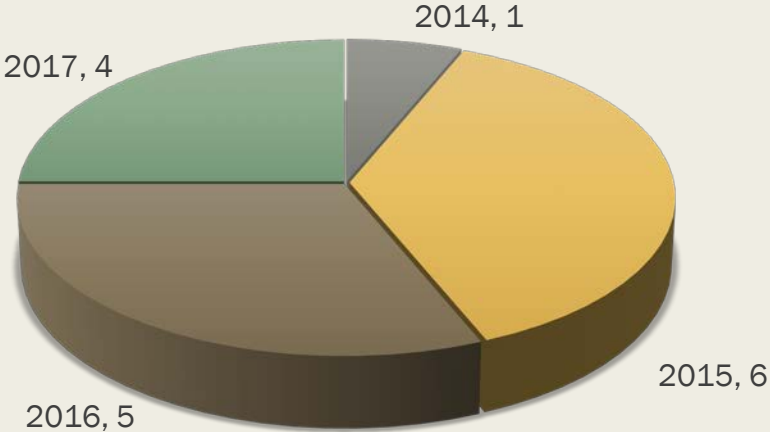
# Our events

### Attendees



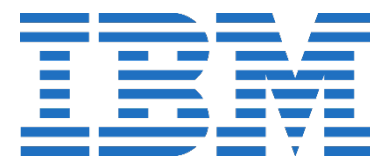
■ 2014 ■ 2015 ■ 2016 ■ 2017

### Events

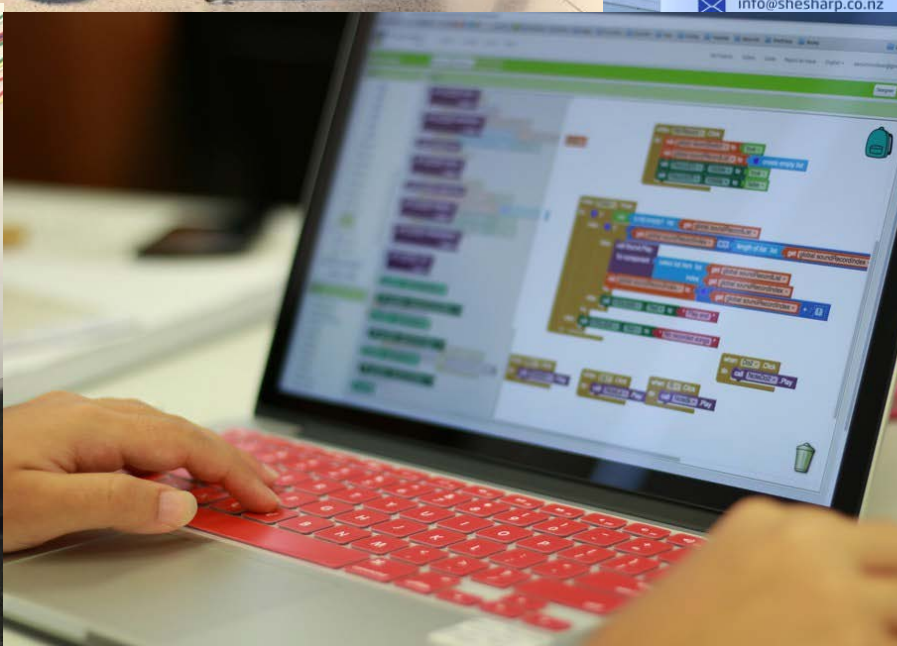
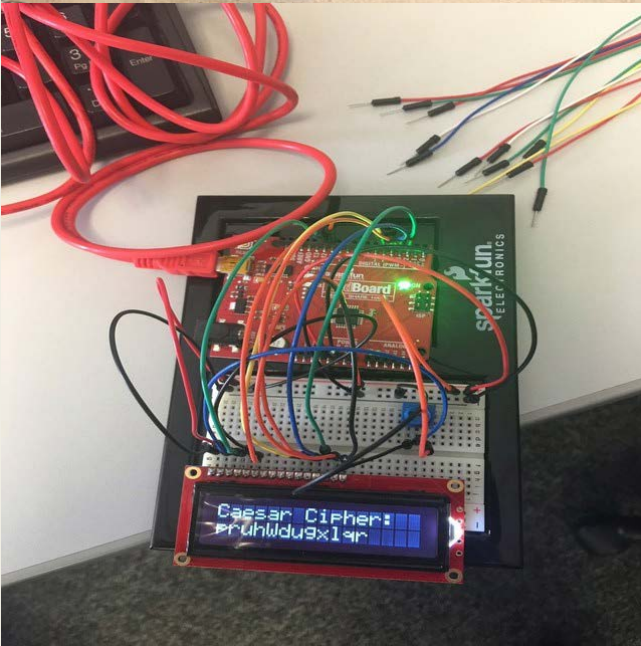


■ 2014 ■ 2015 ■ 2016 ■ 2017

# Our Sponsors:









[shesharp.co.nz](http://shesharp.co.nz)



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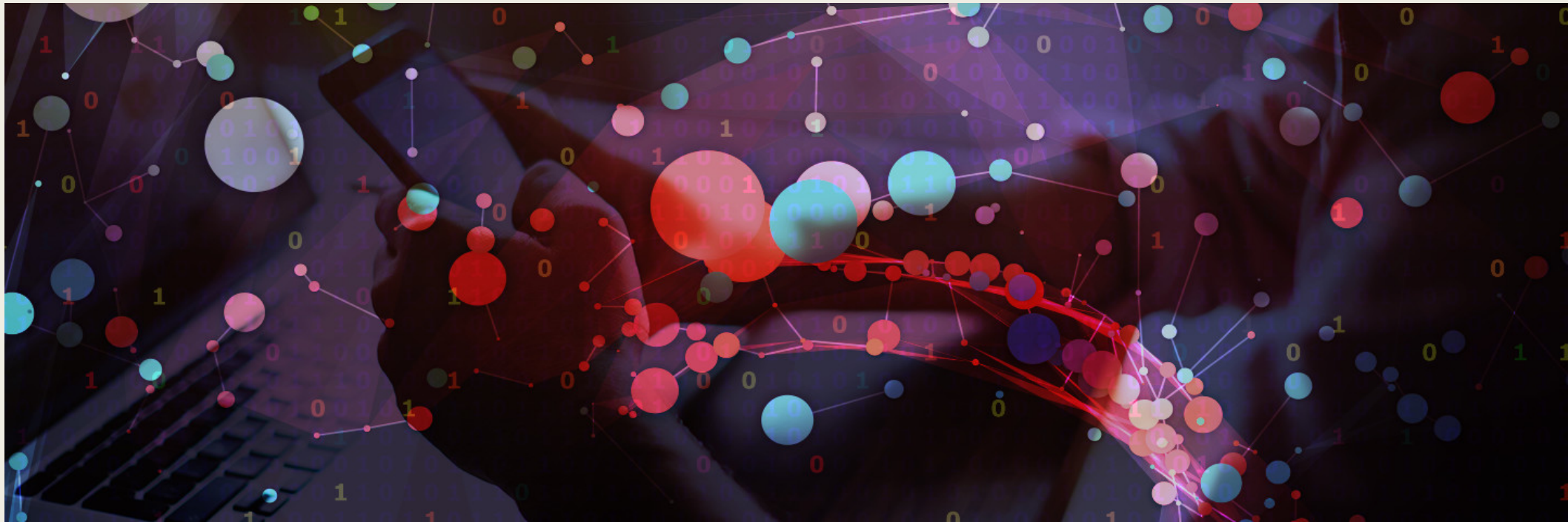
[info@shesharp.co.nz](mailto:info@shesharp.co.nz)

# Breaking stereotypes

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How can **you** make a difference?

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<http://www.cs4hs.aut.ac.nz/>







## WHAT

CS4HS is a workshop aimed at supporting digital technologies teachers with training in STEM subjects in New Zealand schools, and creative ways to present these in the classroom.

## WHEN & WHERE

Monday 13th & Tuesday 14th November 2017

## WHO & HOW

All teachers and educators, including pre-service teachers.

- Showcasing cutting-edge, tangible applications.
- Practical hands-on workshops will focus on e-textiles, game development, augmented reality, projects with Raspberry Pi, and programming.

### 2013 focus:

- Mobile app development with App Inventor
- Encouraging female students into CS

### 2014 focus:

- Cyber security
- Programming with robotics
- Web dev (HTML5, CSS, JS, jQuery)
- Mobile app development

### 2015 focus:

- Internet of Things
- Wearable Technology
- Cyber Security



# Previous Workshops:

## What worked well

- Practical sessions > theory sessions!
- App Inventor & web dev
- Networking opportunities
- High school students working alongside mentors
- Hand-outs & resources to take back to school

## What didn't work well

- Multiple theory sessions on wide range of topics



## Lessons learned - challenges and how we've overcome them

- More time!
- Detailed information about workshop content **before** workshop

### What now:

Follow up - school visits

AUT computing “open-days” (teachers & students)

