Welcome to the Girls RISEnet monthly newsletter, bringing you information on RISEnet resources, and our community to advance your work in creating girl-friendly science and engineering learning environments.

National Women in Science & Technology Month
June is National Women in Science and Technology Month! To help you prepare, in this newsletter you’ll find many engaging and interactive activities you can use with girls as they explore science and technology. But let’s not forget, May 17th is Endangered Species Day and June 8th is World Oceans Day.

Get youth involved with protecting endangered species by having them produce fun and informative public service announcements! Learn how to make your own paper from recycled materials to encourage habitat protection. And don’t forget to check out the activities provided by StopExtinction.org to assist you as you plan your Endangered Species Day events.

Explore the oceans while going from STEM to STEAM (science, technology, engineering, art, and mathematics) with Gyotaku fish printing! Gyotaku is an ancient Japanese art form used by fishermen to record their catch for the day before there were cameras; it's a great way to bring art into your program while discovering all that the ocean has to offer.

- Gyotaku for grades 1-2
- Gyotaku for grades 5-8
- Gyotaku for grades 9-12
- Gyotaku fish replicas

Upcoming Girls RISEnet events
Girls RISEnet Mountain Region Workshop: Girls Exploring Science
Date: 05/22/2013
Organization: Explora!

Where are we and how to we engage girls in STEM (Science, Technology, Engineering, and Math)?
Date: 09/09/2013

AT A GLANCE
Apply for a mini-grant to expand your programming for girls
For more information about Girls RISEnet, contact Cheryl Lani Juarez.

Other STEM Events and Opportunities
Women in Technology International (WITI) - Women Powering Technology Summit
June 2-4, 2013

SECME Annual Summer Institute - Igniting Minds through STEM Education
June 16-23, 2013
This event includes:
- Summer Institute
- Professional Development Experience, June 16-23
- SECME STEM Pipeline Diversity Summit , June 20-
Organization: Sci-Port: Louisiana's Science Center

Engaging Girls in Science Technology Engineering and Math
Date: 11/2/2013
Organization: California Academy of Sciences in partnership with the Bernice Pauahi Bishop Museum

Visit our showcase to learn more about recent Girls RISEnet activities

Girls-Only Exhibit Design at the Wildlife Conservation Society’s Bronx Zoo
Date: 03/01/2013
Organization: Miami Science Museum

Girls RISEnet Regional Workshop at the Miami Science Museum
Date: 04/26/2013
Organization: Miami Science Museum

Explore the latest resources and research on engaging girls in STEM learning

‘Not Girly, Not Sexy, Not Glamorous’: Primary School Girls’ and Parents’ Constructions of Science Aspirations
Author: Archer, L. et. al.

Enduring Influence of Stereotypical Computer Science Role Models on Women’s Academic Aspirations
Author: Cheryan, S. et. al.

Engaging Hispanic/Latino(a) Youth in Computer Science: An Outreach Project Experience Report
Author: Yau, M.

Find new engineering activities to use with girls

One of the best ways to engage girls in STEM is for them to be part of a larger community where they can learn, socialize, and be challenged. The Technology Student Association (TSA) is the only student organization that supports those middle and high school students interested in technology. You can start a local chapter, enroll girls into TSA competitions, and access activities to support educators. TSA is holding their annual conference June 28 - July 2, 2013 in Orlando, FL. Register today!

Want to explore computer programming and not sure where to start? Try out the free educational computer programming tool developed by the Massachusetts Institute of Technology (MIT) called Scratch. Scratch is a
fun, interactive way to learn computer programming 101. If you’re looking for ways to stretch the boundaries of creativity, try out Alice. Alice is free educational software, developed by Carnegie Mellon University, that anyone can use to create 3D animated movies or video games with just a click and drag of a button. Which Scratch and Alice you can explore computer programming through story telling!