

ABSTRACT

Urban Arts Partnership proposes the School of Interactive Arts, an evidence-based personalized approach to improving achievement in Computer Science (CS) among high-need students. This Early Phase EIR proposal responds to Absolute Priorities 1, 2, and 3 and Invitational Priority 1 for personalized learning. The project will serve 7,134 students in grades 9-12. We define high needs students as students who attend Title 1 schools. SIA will provide CS education at the beginner and advanced level using a game design curriculum and an online platform called Ghost School, and will train teachers to deliver this curriculum to students. SIA will build partnerships to ensure dissemination of the model, including training additional content experts to work with students through Ghost School. The objectives are to 1) increase computer science skills among students, 2) increase the number of students earning computer science credits in high school, including for beginner and advanced-level classes, and 3) increase the number of computer science courses being offered in schools and the number of teachers who facilitate credit-bearing computer science learning experiences. These will be assessed through increases in the percentage of students in CS classes who successfully earn credit for their work (high school or AP credit), increases in the portion of students in participating schools who earn CS credits, increases in the number of CS courses being offered at participating schools, and increases in the number of teachers offering credit-bearing CS classes at participating schools. Ghost School is a special project feature of SIA, offering a culturally relevant online space where students can interact with CS content experts, their teachers, and each other to support each other in learning coding. To implement this project, UAP will partner with Art and Design High School, New Design High School, NYU Game Center, Hearst Media, AT&T, and NYC Department of Education.