



# Women in STEAM:

Women Who Changed the Tech World

Girls in Digital



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# What is STEAM?

- **S**cience
- **T**echnology
- **E**ngineering
- **A**rt
- **M**athematics





## Why do we need more **women in STEAM?**

- Women make up half of the population, but they are often underrepresented in tech jobs.
- Women have brought new ideas and inventions to the tech world!
- It's important for everyone to have a chance to change the world with their ideas!

## Ada Lovelace (1815-1852)

She was the first computer programmer.

She worked with Charles Babbage on his early mechanical computer.

She wrote the first algorithm to be processed by a machine.





## Grace Hopper (1906-1992)

She was a computer scientist and U.S. Navy Rear Admiral.

She studied mathematics at YALE University.

She was one of the first programmers of the Navy's IBM Mark I computer.

She popularized the term "debugging" in computing after removing a moth from a computer!







## Marie Curie (1867–1934)

She was a pioneering scientist in the field of radioactivity.

She was the first woman to win a Nobel Prize.

She was the only person to win Nobel Prizes in two different sciences (Physics and Chemistry).

Her work in radiation helped in the development of X-ray machines and cancer treatments.

She showed that women can be leaders in science and make groundbreaking discoveries!





## Katherine Johnson (1918-2020)

She was an African-American scientist.

She was a mathematician and NASA scientist.

Her calculations helped send astronauts to space.

Her story was featured in the movie *Hidden Figures*.





## Beatrice Shilling (1909-1990)

She was a motorcycle racer and aeronautical engineer.

She helped save the lives of British airforce pilots during World War II.

She designed a device that regulated the flow of fuel to the engine of a plane.





## Emily Warren Roebling (1843-1903)

She was a business woman and a builder.

After her husband's illness, she was responsible for guiding the construction of the Brooklyn Bridge (1869–83).





## **Rosalind Franklin (1920-1958)**

She was a British scientist.

Her work was important in discovering DNA and improving understanding on viruses.

DNA holds genetic information.





## Why **STEAM**?

High demand for jobs in these fields

Solving global challenges

(climate change, health, AI, etc.)

Excellent career opportunities.

A chance to create, discover, and lead.

Women bring unique perspectives and diversity to innovation!





## Why **girls in STEAM** matter?

Diverse teams solve problems more creatively. **Women bring fresh ideas** that can lead to better products, safer designs, and smarter innovations.

Women make up half the population but are **underrepresented in STEAM** fields — especially in tech and engineering. It's time to change that.

Climate change, health crises, ethical AI, global challenges — the world needs *everyone's brainpower*, especially yours.



## How to get involved?

Explore Code Week activities at [codeweek.eu](https://codeweek.eu)

Join school clubs (robotics, coding, science fairs)

Try platforms like Scratch, Khan Academy, Code.org

Ask questions. Stay curious.





**Test your knowledge!**  
**Click on the link to play Kahoot!:**

[Kahoot! Women in STEAM](#)





## Sources

[Ada Lovelace Day: 6 Women Who Shook Up STEM - Our World](#)

[15+ greatest women in STEM](#)

[IWD: 13 Women in STEM Who Changed the World](#)

<https://www.britannica.com/biography/Rosalind-Franklin>

<https://www.britannica.com/biography/Emily-Warren-Roebling>