

# Why join Girls Who

## Game? Demand for computing skills are on the rise

Computing skills are highly coveted in the job market, with demand growing to 3 times the North American average. Many girls, especially minority girls, are being left behind. Less than a quarter of computing jobs are held by women, and that number is declining. Girls Who Game clubs seek to bridge this gap by providing an extracurricular support to young females and educators across North America.

These clubs provide an opportunity build community through gaming, strengthen STEM skills using Minecraft as a learning tool, and provide insight on career opportunities to student through mentorship.

Research shows that 74% of middle school girls who participate in STEM clubs and activities say they are likely to study computer science in high school.



### The Girls Who Game goals

- Increase female engagement in STEM (Science, Technology, Engineering, and Mathematics) fields of study
- Develop and apply skills, behaviors, and dispositions (critical thinking, collaboration, communication, creativity, problem solving etc.) to authentic learning experiences
- Build capacity using Minecraft (computational thinking and coding) and its application and connection to other subjects
- Create opportunities to communicate and collaborate with students and educators throughout North America • Connect with female mentors in STEM fields to create awareness of opportunities in the workforce

### Girls Who Game meetings

To ensure a successful experience, a commitment to ALL dates below is required.

Kick-off meeting:

Club meetings:

Club meeting location:

