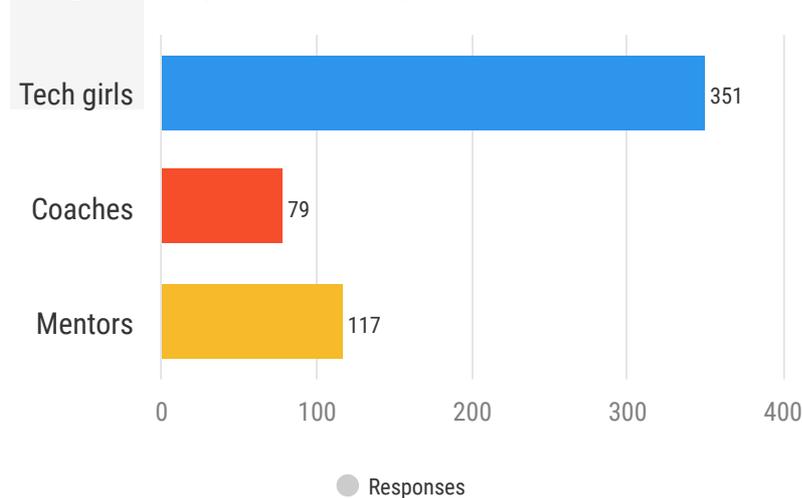




2017 Search for the Next Tech Girl Superhero Post-Competition Evaluation



Responses by participant group



Participants

Students

The majority: Live in Qld, NSW, or NZ
Attend co-education, public (state) or independent schools
Are in year 6 at school

Overall the support for schools, coaches and mentors is **perceived as good or satisfactory**. 87.8% of students felt they worked together well as a team during the program.

"I think that they [the Tech Girls Movement] challenge us, and teach us to practice using a problem solving mindset".

"All of the events that are coordinated within my school are one-off events that benefit the students. The competition is definitely better as it is long-term".

"Our team worked so well together and our mentor gave us many ideas and helped us along. Overall it was a truly magnificent experience".

"The competition did make me more likely to look into starting a business using technology".

"Since participating in the competition my group and I are keen to stay together and start a little business where we create apps".

STUDENT IMPACT

After participating in our program:

80.4% of students had improved coding knowledge.
61% moderately or significantly.

77.3% of students are more likely to consider a career in STEM.

81.9% of students reported knowing people who work in STEM.

88.6% of students are more confident about developing new ideas using technology.

69.5% of students are more likely to start their own business.

92.6% of students believe that they will be able to pursue many different career paths if they learn a lot about technology.

85.7% of students plan to use science or computing in their future career.

87.8% of students felt they worked together well as a team.



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Participants



Coaches

The majority: Live in Qld
Work for co-educational public schools
Teach Grade 9, science, technology or maths

"The weekly emails and updates were fantastic. The curriculum is so well prepared and easy to follow. It made the process so much easier, especially being a first timer".

"We had great mentors who really valued the girls' ideas and asked good questions".

"The mentors were awesome in volunteering their time both in person and over the phone/online. This was the most valuable part of the competition for me".

"A great program with a real life outcome at the end, doesn't get any more authentic than that".

"Fabulous opportunity for the girls to make connections outside the school community and experience the entire process required for an IT specialist in a "real" work life situation".



Mentors

The majority: Live in NSW
Work for large enterprises in the telecommunications sector
13 had participated in a previous competition

"I never had enough role models in tech growing up, but I've landed in this industry and I genuinely believe it's one of the best to be in. I wanted an opportunity to share my experiences with young girls to encourage and inspire them to join".

"Communication from the Tech Girls Movement was awesome".

"Well structured, exciting content, gamified approach".

"Creative solutions, amazing graphics created by the team and definite coding skills exhibited."

COACH IMPACT

92.2% of students agreed that their coach provided the support they needed during the program. 47.9% of those strongly agreed.

MENTOR IMPACT

77% of students agreed that their mentor provided the support they needed. 36.8% of those strongly agreed.

PROGRAM IMPACT

92% of students felt they were given significant resources by TGM to be successful in the program.

73.3% of students felt they had enough time to complete the program.

85.8% of students believe their parents would like them to choose a STEM career after participating in our program.

The students found the following lessons most useful:
1. How to pitch your idea, 2. Brainstorming, 3. Defining the issue. Interestingly none of the technology focused lessons were reported to be the most useful.