The 4-H Computer Science Career Pathway

The national 4-H Career Readiness Framework centers on a four-step pathway to career readiness from exploring to learning to practicing to experiencing, and ultimately, to a clear career goal and career success. This is a fluid model, recognizing that 4-Hers will move between steps and experiment with different career paths throughout their 4-H experience. In this way, they will find the right career fit for them while gaining vital skills.

This is one example of career pathways through the NYS 4-H computer science project. What opportunities do we want the pathway to include? How do youth connect to both state and local opportunities? How can we invite more youth to explore this pathway?

	Explore	Learn	Practice	Experience
Stage Description	**"I might like to do this."** Activities that spark an interest through intro, short-term CS projects ranging from 1-5 hours. Activities attract underserved and minority youth who may not yet see their potential in STEM. **Content** 4-H National Youth Science Day, Hou of Code, Field Day, Event booth at fairs, etc. **Outcome** Interest in technology and/or coding	**"I'm interested in this."** Project-based learning to improve understanding of a topic, develop problem-solving and collaboration skills. Long-term experiences ranging from 6-30 hours. **Content** Code club programming (such as CS First), CS camps, integrating CS into existing 4-H projects like Robotics, etc. **Outcome** Confidence and seeing oneself being successful in this.	**"I can do this."** Rigorous projects designed to build technical and leadership skills. Sustained and immersive learning of 31+ hours. **Content** Community action plans, Hackathon or Design Challenges, Teaching younger youth, etc. **Outcome** Skill building success and demonstrating mastery	**"I will be this."** Real-world applications with tech gurus, professionals, etc. help youth prepare for and gain confidence in a particular field of interest (50+ hours **Content** Job shadowing, Internships, Career Days, App development **Outcome** College and career readiness
State	**CS Catalyst Events** • State Fair Activity Zones • Regional CS Play Days	**State Opportunities** • STEM Camp coding track • Science Sampler Day • STARR • CS Exhibits at State Fair • CU Social Media TestDrive	**Teens Teachers** • CS Leadership Team • Help lead local and state CS program activities	**Career Explorations** • Focus Programs (League of Coders, Baxter, etc.) • University U Programs (Mission to Mars, etc.)
Local				