

# Robotics AND Beyond

*Inspiring minds in STEM and design*

*501(c)3 IRS 20-8821398*

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## EXECUTIVE OVERVIEW

### OUR PURPOSE

In everything we do, we believe in the natural talents and potential of every human being, and their desire to discover and develop their greatest talents and lead fulfilling and happy lives.

In the fields of technology, science, engineering and design, we support young people and adults with opportunities to discover talents, develop skills, and envision careers and education paths to their futures. We do this in an environment that embraces setbacks, critical thinking and creativity and provides outstanding role models, leadership experience, confidence and career opportunities.

We strive to help young people thrive in the technological world they encounter, discover talents, think and communicate effectively, create passionately, enjoy accomplishments, pursue fulfilling careers, give back, and become models for future generations.

### OUR GOAL

Greatly expand the impact of our approach by refining, defining and publicizing our model, and providing free resources and fee-based support for its adoption.

### SUPPORT NEEDED

Funding to prepare our model for adoption by other regions and organizations, sustaining funding for operations and to meet tuition assistance needs.

### REACH AND IMPACT

Robotics And Beyond draws students from a 60 mile radius, from over 50 towns in western CT, eastern NY and NY City.

From 2004 to 2018 Robotics And Beyond has achieved the following milestones:

- 2,700 individuals served
- 90% student return rate
- 49,000 student activity hours
- 15,600 peer-mentoring experience hours
- 35,000 adult and student volunteer hours

## PRIMARY ACTIVITIES

In-house classes and programs for students: after-school, weekends, evenings, vacation days, summer camps, single-day workshops, multi-week classes.

Off-site classes and programs: at libraries, social service agencies, home school networks, public and private schools, scouting groups; professional development for teachers in public schools.

Public service: exhibits and lectures and interactive events; provide refurbished computers and computer servicing to families in need; connect students with adult mentors; guide students and parents in career and education paths.

Business community: provide candidates for internships, apprenticeships and part-time/summer jobs and full-time positions.

## STUDENT POPULATION

k-12, college, adults, special learning needs (youth and adults)

## TECHNICAL TOPIC EXAMPLES

Electronics and electrical engineering; mechanical engineering; machine and product design and control; graphic design; coding; server systems; aviation and drones; robotics; web development; computer science; mathematics; graphic art and animation; architectural design; game design.

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